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Player's Guide

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#68 FEB 2004

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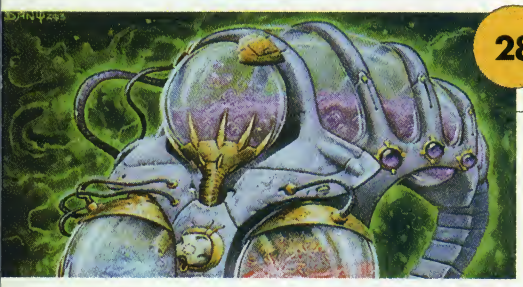
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FIRST STRIKE

Sometimes, everybody wins

The smiling faces you see at left belong to Josh Noll, Chris Butch, and Chris Anderson, the top winners at a *Magic: The Gathering* tournament held Nov. 22 at Game On in Beaver Dam, Wis., to benefit the American Cancer Society.

"We had 22 participants and, with their donations and an outside company's contributions, we raised more than $400 for the ACS," said tournament coordinator Tim Schwoch, adding that he hopes to repeat the event next year and is considering running additional charity events, as well.

Game On's event is by no means the first or the biggest fund-raising CCG event; what it does show is that even small events can have a much bigger impact than most people might think. From tournament entry fees that include bringing a can of food for the local food pantry to major events with lots of sponsors held to benefit a major national or international organization, attendees get to combine having fun with helping others. It also doesn't hurt that this sort of thing gives people outside our hobby a chance to see gamers as just plain folks (albeit folks with an unusual pastime).

The coolest thing is, after more than a decade of being a science-fiction fan, a comics fan, and a gamer myself, I've never once seen a charity event at a show or a store that didn't get the full support of the fans there.

"God bless us, every one!"

— Joyce Greenholdt

E-MAIL: scryemail@krause.com

THE LORD OF THE RINGS ONLINE TRADING CARD GAME

The winner of our LORD OF THE RINGS ONLINE TCG CONTEST in issue #65 is:

Robert Virata, Lewisville, TX

(The answer to the puzzle was "Orodruin")

Runners-up

Scott Coruth, Manchester, NH

Isaac Kelley, Petersburg, VA

VOLUME 11, #1 • #68

FEBRUARY 2004

ON THE COVER:

YU YU HAKUSHO

What the well-dressed hero is wearing ...

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Two cards from ***Allegiance: War of Factions*** *(a wanderer, above left, and Glory of Kalim personality, above right) and a knight of House Mosfin.*

Allegiance: War of Factions

New CCG promises complex interactions

Industry newcomer Lucid Raven Productions is looking to break into the game scene with a political fantasy CCG titled *Allegiance: War of Factions*. In development for two years, *Allegiance* is about the power struggle between disparate factions in a fantasy city.

The three factions introduced in the first set are: House Mosfin, the former ruling nobility, eager to reclaim their lofty position; The Glory of Kalim, the city's religious leaders; and the Veteran's Guild, comprised of seasoned warriors of the city's many conflicts. Players may build their decks using cards from one or more of the three factions, each of which performs well in one of the arenas of intrigue: military, religious, and political. More factions are in the works and will be featured in expansions.

There are three main card types in the game: personalities, which represent the lords and ladies of the three factions; structures, the game's resource generators, which include farms, schools, temples, and defensive structures like walls and moats; and wanderers, which include creatures and hazards from outside the city that plague the factions. Players must work together to defend the city from these wanderers, because if they become too strong, the defenses of the city are overwhelmed and *everyone* loses.

A unique draw method makes it easier for players to get the cards they need. Players separate their decks into three piles, one for each of the three card types, and a player may draw from any pile when refilling his or her hand. So if a player needs resources, he may draw from the resource pile, or, if units are needed, from the personality pile. This makes it difficult for players to get "hosed" in any card type (*i.e.*, drawing resources and no personalities, or drawing personalities and no resources).

The game is designed to work just as well with a large number of players as it does with just two. Political alliances and deal-making should dominate larger games — a player can even hire another player's personalities to bolster his own forces. Though the game can be won by wiping out the opposition, victory can also be achieved by gaining enough military, religious, or political influence.

The initial set for *Allegiance: War of Factions* will include 250 cards and will be released in April. For more information on the game and its development and background, visit Lucid Raven's website at *www.lucidraven.com*.

CCG Workshop

Web site offers haven for old, new games

Want to play an old CCG and you can't find any local players? Then CCG Workshop might be the place for you.

CCG Workshop (*www.ccgworkshop.com*) is a website that supports a plethora of CCGs (22 in all, along with 10 non-collectible card games and three board games), and more are in the works. 21 of CCG Workshop's games are licensed, meaning that it has an agreement with the company producing the game. The others are mostly out-of-print games. All unlicensed games are free to play. Licensed games cost 25¢ per play, or $5 monthly for unlimited play.

"We're announcing one licensed game a week, and I have a whole backlog of licensed games that we've acquired but haven't even announced yet," said Ed Middelstedt, CCG Workshop owner and core developer. "CCG Workshop is in a comfortable spot. We have a good system for playing card, board, and dice games. The engine is very adaptable and very flexible, and I want to start adapting tabletop miniature games and RPGs."

When players start up on the site, they go to a chat room where they can start up a game or join a lobby of players waiting for a game. Once the lobby is full with the required number of players, the game begins. The engine supports multi-player games, saving and resuming of games, and observing games. Volunteers even run one-hour demo sessions of their games.

A game of Magi-Nation at CCG Workshop.

DC HeroClix: Unleashed >>

New powers unleashed in next HeroClix set

The second expansion for *DC HeroClix* will unleash new figures, new powers, new teams, and new strategies on the *HeroClix* universe. *Unleashed*, releasing in March, will contain 97 new figures, including new Superman and Batman sculpts, as well as figures for Supergirl and Two-Face, which will be available as limited-edition prizes at WizKids Marquee events the weekend of Apr. 23-25.

As a special bonus, the rare unique Bat Sentry robot, twice as large as other figures, will also be a included in the set. Two new team abilities (Suicide Squad and Kingdom Come) and four new special abilities round out the set.

Call of Cthulhu

Players go insane for new CCG

Fantasy Flight Games has announced plans to produce a trading-card game based on the works of H.P. Lovecraft. *Call of Cthulhu* is the second CCG based on the license; the first was Chaosium's *Mythos*, which will not be compatible with the new game. Chaosium still produces the *Call of Cthulhu* role-playing game.

The game will seek to keep the "pulp meets occult" flavor of Lovecraft's works, melding it with compelling gameplay. "We hope to bring the *Cthulhu* theme into the new millennium by presenting this exciting genre as graphically and narratively exciting as our industry can provide," said Fantasy Flight C.E.O. Christian T. Peterson.

There are many ways to win (and lose) the game. Players primarily use their investigators to acquire mythos points, and if a player ever has five more mythos points than his opponent, he wins. However, if an investigator acquires too many mythos points at once, he goes insane, and if a player ever has no investigators in play, that player loses.

Look for the *Call of Cthulhu CCG* in spring 2004.

Duel Masters

Merchandise, mall tour coming

When the *Duel Masters* CCG comes to America in March, it won't just be a game — it will be an enterprise.

In addition to the card game, plans are in place for *Duel Masters* toys, a TV show, comic books, a Game Boy game, and other consumer products. Also, Wizards of the Coast will promote a mall tour, with stops in 15 cities, where players can learn how to play and test their skills in tournaments. The tour is scheduled to stop in Atlanta, Chicago, Cleveland, Dallas, Detroit, Indianapolis, Kansas City, Los Angeles, Minnesota, New York, Orlando, Philadelphia, Pittsburgh, San Francisco, and Washington, D.C.

G.I. Joe

Yo Joe! New CCG coming fall 2004

G.I. Joe will blast its way into the CCG world when Wizards of the Coast releases a game based on the action figures late next year.

"Generations of kids and adults have been entertained by the G.I. Joe brand," said Derryl DePriest, Director of Marketing for the G.I. Joe brand, "and only Wizards of the Coast can capture the action and adventure of the property in a trading-card game."

Look for the *G.I. Joe CCG* in the fall of 2004, coinciding with the 40th anniversary of the toy line's release.

Dragon Ball Z

DBZ's top players collide at Grand Kai Invitational

For the better part of a year, players of the *Dragon Ball Z* CCG busily accumulated "Kai Points" at various tournament events hosted by Score Entertainment. The purpose behind this mad dash? The hope of blazing a trail to victory at the Grand Kai Invitational, the capstone of the 2003 *DBZ* Tournament Season.

In all, 67 of the top-tier players of the game, some from as far away as Australia, gathered at Wizard World Texas Nov. 21-23 to compete in an all-star tournament so prestigious that the champion would get to a design a card that would appear in an upcoming *Dragon Ball GT* release.

Each of the players that turned out for the GKI had already proven themselves in previous events, just to earn their invitation to the tournament. A special challenge lay in store for these players, however, as the format for the GKI was quite different from what they were used to. The players would endure 20 rounds of a Swiss-style tournament, with those rounds broken down into four different formats: Rainbow Constructed, Standard, Tuff Enuff, and the Mystery Format.

The top 32 were announced shortly after the Swiss rounds were over at a special dinner hosted by Score Entertainment and went on to a third and final day of single-elimination rounds. When the smoke finally cleared, Gabe Abner of Albany, Ore., was the Grand Kai Champion for 2003.

— Matt Carson

Legend of the Five Rings

Hidden secrets come to light

Hidden City, the next expansion set for *Legend of the Five Rings*, takes players to the mysterious Phoenix city of Gisei Toshi, as the dark sorcerer Iuchiban battles with returning hero Shiba Aikune over the secrets the city holds.

Hidden City will introduce more than 150 new cards to *L5R*, in 84-card starter decks ($11.99), featuring the Crab, Lion, and Shadowlands, and 15-card booster packs ($2.99). The set releases in April.

L5R mugs ring in the New Year

The holidays may be over, but you can still find a perfect gift for that *L5R* fan in your circle. The limited-edition *Legend of the Five Rings* 64-oz. tankards are printed in the colors of each of the ten clans featured in *Diamond Edition*. Each mug comes with two *Diamond Edition* booster packs and a starter deck (matching the mug's clan), booster packs from *Reign of Blood*, *Winds of Change*, *Heaven & Earth*, and one exclusive promo card, all for just $30.

Lord of the Rings

Decipher releases Two Towers Anthology

Decipher will produce a boxed anthology based on *The Two Towers*, similar to last year's *Fellowship of the Ring* Anthology set. *The Two Towers Anthology* will include 18 cards from the Tower Block, written in the Elvish Tengwar alphabet, including **The One Ring, Answer to All Riddles**; **Gandalf, The White Wizard**; and **Legolas, Dauntless Hunter**. As with the *Fellowship Anthology*, the cards will be lettered by Daniel Reeve, official calligrapher and cartographer for the movies.

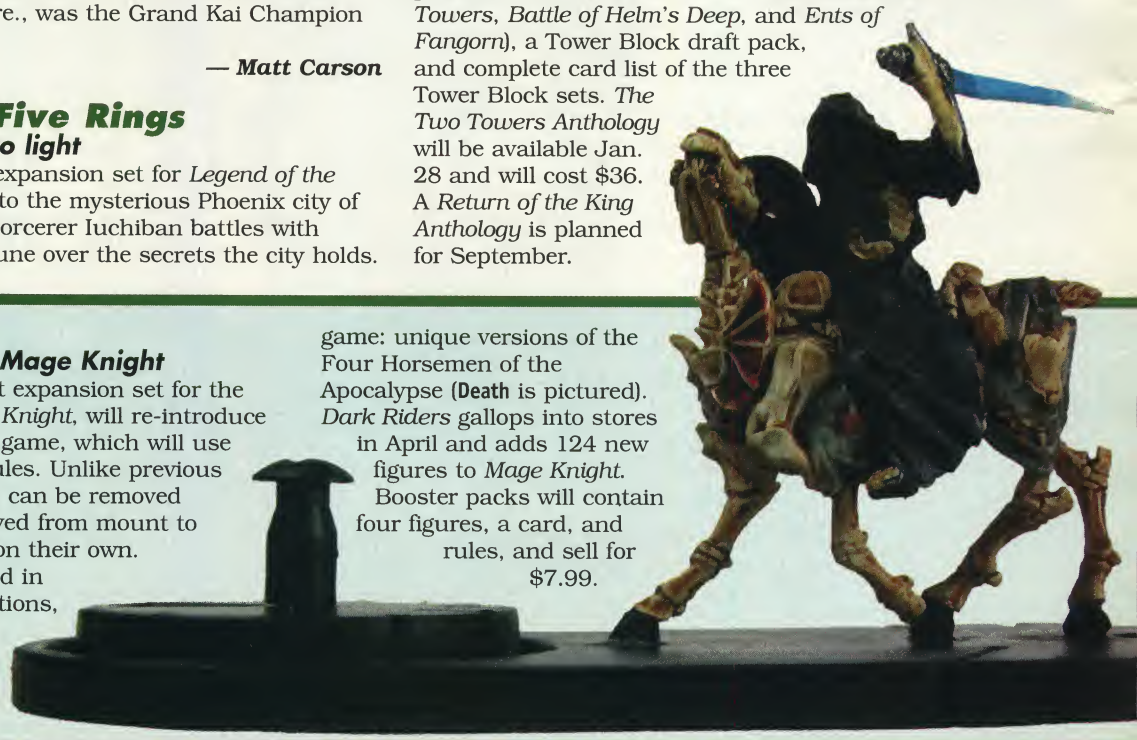
The set will be packaged in a 600-card-capacity box, and will also include a *Two Towers* starter deck, two booster packs from each of the three Tower Block sets (*The Two Towers*, *Battle of Helm's Deep*, and *Ents of Fangorn*), a Tower Block draft pack, and complete card list of the three Tower Block sets. *The Two Towers Anthology* will be available Jan. 28 and will cost $36. A *Return of the King Anthology* is planned for September.

Mage Knight

Dark Riders plague Mage Knight

Dark Riders, the first expansion set for the second edition of *Mage Knight*, will re-introduce mounted figures to the game, which will use the new *Mage Knight* rules. Unlike previous mounted figures, riders can be removed from their mounts, moved from mount to mount, and even fight on their own.

Also being introduced in this set are new subfactions, a new mechanic ("items"), and the most sought-after mounted riders in the game: unique versions of the Four Horsemen of the Apocalypse (**Death** is pictured). *Dark Riders* gallops into stores in April and adds 124 new figures to *Mage Knight*. Booster packs will contain four figures, a card, and rules, and sell for $7.99.



To learn more about Pokémon Organized Play go to

www.pokemon-tcg.com

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Magic: The Gathering

Misprinted Magic deck sold for $13,100

Steve Guitar of New Brunswick, Canada, was surprised when a customer at his shop showed him a Goblin Mob theme deck from *Scourge*. The problem with the cards? The card backs were from the Wizards of the Coast's *Harry Potter CCG*.

"I called Wizards of the Coast, and they told me I couldn't be right," said Guitar, owner of B&T Cards in Bathurst, New Brunswick. "I told them I was looking right at the cards, and they definitely exist. The customer wanted to give them back to me. He just wanted a new deck."

Guitar put the deck up for bid on eBay. "I checked the next morning, and it was up to $210. I thought that was pretty good." The final bid was $13,100. Guitar split the money with the original customer.

The buyer is a man from North Carolina, who, Guitar said, isn't even a *Magic* player or collector. "He told me he just wanted something unique to give to his granddaughter."

At press time, the check from the buyer was in the possession of Guitar and attorneys on both sides were verifying the legitimacy of the check and the cards, but Guitar was confident the transaction would go through.

This is not the first time such a printing error has occurred. In 1994, several *Magic* cards from the *Fallen Empires* set were printed with card backs from the *Wyvern* CCG.

Virginia Guitar of B&T Cards shows off the ***Harry Potter/Magic*** *cards a customer pulled from a deck.*

Star Trek

Evil lurks in next expansion

Necessary Evil, the newest expansion for *Star Trek CCG: Second Edition*, is scheduled for late February release. As the title suggests, enemies must make their peace with each other and political lines are blurred. Prominent characters that will be featured on new cards include William Riker (Klingon-affiliated), Kira Nerys (Cardassian), and the Sisters of Duras (Romulan).

Also, the Klingons get a new assault event that kills multiple personnel; the Federation showcases their eager young cadets; Romulans are everywhere with their intelligence officers; every affiliation gets a chance to play the Borg; and Lore, Data's evil twin brother, rears his ugly head. With a new game mechanic (a cost modifier for dilemmas) and dual-headquarters mission deterrent (a new addition for the tournament scene), *Necessary Evil* promises to be evil to the core.

Star Wars CMG

Wizards of the Coast shrinks sci-fi epic

With the *Dungeons & Dragons Miniatures* proving to be a success, Wizards of the Coast will expand its miniatures line next year with a collectible miniatures game based on the classic *Star Wars* movies.

The game will mimic the *D&D Miniatures* packaging, coming in $19.99 entry packs and $9.99 booster packs, each with a randomized figure selection. The initial set will consist of 60 pre-painted miniatures, drawn from Episodes IV, V, and VI. There will be four levels of rarity (common, uncommon, rare, and ultra-rare), with ultra-rares appearing only in booster packs.

NOW PLAYING

We have confirmed that the following collectible-game products have shipped to stores in the United States. New game systems appear in **boldface**:

DECEMBER

A Game of Thrones: A Throne of Blades (Fantasy Flight)
Cyberpunk: 2013 (pre-release) (Social Games)
Gundam: Superior Defender (Bandai)
Legend of the Five Rings: Reign of Blood (Alderac)
Marvel HeroClix: Critical Mass (WizKids)
Pokémon: Dragon (Nintendo)
SD Gundam (Bandai)
WarCry: Dogs of War (Sabertooth)
Yu Yu Hakusho: Dark Tournament (Score)
Yu-Gi-Oh!: Dark Crisis (Upper Deck)

COMING SOON

The following U.S. release dates are tentative and subject to change, and reflect information as *Scrye* goes to press. *Scrye* endeavors to print only the best available release information. New game systems appear in **boldface**:

JANUARY

Horus Heresy: Sedition's Gate (Sabertooth)
MechWarrior: Counterassault (WizKids)
Knights of the Zodiac (Bandai)
Warlord: Southern Kingdoms (Alderac)

FEBRUARY

Cyberpunk (Social Games)
Dragon Ball GT: Baby Saga (Score)
.hack//Enemy: Distortion (Decipher)
Initial D: Racer's Edge (Alderac)
Magic: The Gathering: Darksteel (Wizards of the Coast)
MLB SportsClix (WizKids)
Shadowfist: Seven Masters Versus The Underworld (Z-Man)
Star Trek: Necessary Evil (Decipher)
WarCry: Path of Glory (Sabertooth)
WWE Raw Deal: Divas Overload (Comic Images)

MARCH

Beyblade: Storm (Decipher)
DC HeroClix: Unleashed (WizKids)
Duel Masters (Wizards of the Coast)
Lord of the Rings, The: Siege of Gondor (Decipher)
Ophidian 2350: Rise of the Champions (Fleer)
Warlord: Campaign (Alderac)

EARLY 2004

Call of Cthulhu (Fantasy Flight)
CrossGen CCG (Fast Forward)
Exalted (White Wolf)
Guild Wars (EverQuest II) (Sabertooth)
Vampire: Gehenna (White Wolf)

APRIL

Game of Thrones, A: A Crow of Suns (Fantasy Flight)
Allegiance: War of Factions (Lucid Raven)
Legend of the Five Rings: Hidden City (Alderac)
Mage Knight: Dark Riders (WizKids)
Marvel CCG (Upper Deck)

MID-2004

Cyberpunk: Chrome and Kilobytes (Social Games)
Lord of the Rings, The: Mount Doom (Decipher)
Magic: The Gathering: Fifthdawn (Wizards of the Coast)
Navia Dratp (Bandai)
Star Wars CMG (Wizards of the Coast)

Ultra Rare Pin
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DARK CRISIS

FIRST CUT

by DeQuan Watson

Like recent *Yu-Gi-Oh!* sets, *Dark Crisis* contains a huge number of powerful cards that should appear on the tournament scene immediately. This set should keep fans of the game happy for a while, as there are a lot of cards in this set to build decks around. Here are some of the more interesting ones:

10. Metallizing Parasite — Lunatite

This card is neat, because it allows you to protect one of your monsters. Everyone knows that some of the most powerful cards in the game are spells; this card makes one of your monsters immune to your opponent's spell cards. Even better, you can unequip it and turn it back into a monster if you choose to. But that's not all! If the equipped creature is destroyed, you destroy this monster instead. How's that for a bargain?

9. Kelbek

Here's a level-four monster that can be a nuisance for your opponent. Any monster that attacks this card is returned to its owner's hand — one more way to keep your opponent's monsters at bay. It can really be a problem for him if he's attacking with tribute monsters. Expect opponents to be more cautious once they realize that you're playing this card. 1800 DEF isn't too shabby, either.

8. Thousand Needles

This is a nicely sized level-four monster. In addition to its 1800 DEF, if it's attacked by something with less than 1800 ATK, you get to destroy the attacker. Having more ways to kill your opponent's monsters never hurts.

7. Battle Footballer

Too often, we concentrate on high-ATK monsters, but it's good to have high-DEF monsters to back them up. And if you're playing a control-style deck you'll want to have high-DEF monsters, anyway. Either way, Battle Footballer, with its 2100 DEF, is your man for the job. It's rare to see a DEF that high on a non-tribute monster.

PLAYERS GUIDE

106 cards

Monsters

Acrobat Monkey C
Lvl. 3 Earth Machine. A:1000 D:1800.

Agido C
Lvl. 4 Earth Fairy/Effect. A:1500 D:1300. When this card is destroyed and sent to the Graveyard as a result of battle, roll a six-sided die. You can Special Summon 1 Fairy-Type monster from your Graveyard whose Level Stars are equal to the number rolled. If the result is 6, you can Special Summon a Level 6 or higher monster.

Archfiend Soldier R
Lvl. 4 Dark Fiend. A:1900 D:1500.

Arsenal Summoner C
Lvl. 4 Wind Spellcaster/Effect. A:1600 D:1600. FLIP: Select 1 card that includes "Guardian" in its card name from your Deck and add it to your hand. You cannot select "Celtic Guardian", "Winged Dragon, Guardian of the Fortress #1", "Winged Dragon, Guardian of the Fortress #2", "Guardian of the Labyrinth", or "The Reliable Guardian".

Battle Footballer C
Lvl. 4 Fire Machine. A:1000 D:2100.

Berserk Dragon SR
Lvl. 8 Dark Zombie/Effect. A:3500 D:0. This card can only be Special Summoned by the effect of "A Deal with Dark Ruler". This card can attack all monsters on your opponent's side of the field once. You cannot attack your opponent directly if you attack any monsters first. Decrease the ATK of this card by 500 points during each of your End Phases.

Blindly Loyal Goblin C
Lvl. 4 Earth Warrior/Effect. A:1800 D:1500. As long as this card remains face-up on the field, control of this card cannot switch.

Cyber Raider SP
Lvl. 4 Dark Machine/Effect. A:1400 D:1000. When this card is Normal Summoned, Flip Summoned, or Special Summoned successfully, select and activate 1 of the following effects:
?Select 1 equipped Equip Spell Card and destroy it.
?Select 1 equipped Equip Spell Card and equip it to this card.

D. D. Trainer C
Lvl. 1 Dark Fiend. A:100 D:2000.

D. D. Warrior Lady SR
Lvl. 4 Light Warrior/Effect. A:1500 D:1600. When this card battles another monster, after Damage Calculation you can remove the opponent's monster and this card from play.

Dark Flare Knight SR
Lvl. 6 Dark Warrior/Fusion/Effect. A:2200 D:800. "Dark Magician" + "Flame Swordsman"
Any damage to the controller of this card from battle involving this monster becomes 0. When this card is destroyed and sent to the Graveyard as a result of battle, Special Summon 1 "Mirage Knight" from your hand or Deck.

Dark Master - Zorc SR
Lvl. 8 Dark Fiend/Ritual/Effect. A:2700 D:1500. This card can only be Ritual Summoned with the Ritual Spell Card, "Contract with the Dark Master". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand. During your turn you can roll 1 six-sided die. If the result is 1 or 2, destroy all monsters on your opponent's side of the field. If the result is 3, 4, or 5, destroy 1 monster on your opponent's side of the field. If the result is 6, destroy all monsters on your side of the field.

Dark Scorpion - Chick the Yellow C
Lvl. 3 Dark Warrior/Effect. A:1000 D:1000. When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects:
?Return 1 card on the field to its owner's hand.
?See 1 card on the top of your opponent's Deck. Your opponent does not see the card. Then return it on the top or the bottom of your opponent's Deck.

Dark Scorpion - Gorg the Strong C
Lvl. 5 Dark Warrior/Effect. A:1800 D:1500. When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects:
?Return 1 Monster Card on your opponent's side of the field to the top of its owner's Deck.
?Send 1 card from the top of your opponent's Deck to the Graveyard.

Dark Scorpion - Meanae the Thorn C
Lvl. 4 Dark Warrior/Effect. A:1000 D:1800. When this card inflicts Battle Damage to your opponent's Life Points, you can select and activate 1 of the following effects:
?Select 1 card that includes "Dark Scorpion" in its card name, or is named "Cliff the Trap Remover", from your Deck and add it to your hand.
?Select 1 card that includes "Dark Scorpion" in its card name, or is named "Cliff the Trap Remover", from your Graveyard and add it to your hand.

Darkbishop Archfiend R
Lvl. 3 Water Fiend/Effect. A:300 D:1400. The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When an Archfiend Monster Card on your side of the field is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 1, 3, or 6, negate the effect and destroy the opponent's card.

Des Feral Imp R
Lvl. 4 Dark Reptile/Effect. A:1600 D:1800. FLIP: Select 1 card from your Graveyard and add it to your Deck. Then shuffle your Deck.

Despair from the Dark SP
Lvl. 8 Dark Zombie/Effect. A:2800 D:3000. When this card is sent directly from your hand or Deck to your Graveyard by your opponent's card effect, Special Summon this card to your side of the field.

Desrook Archfiend C
Lvl. 3 Light Fiend/Effect. A:1100 D:1800. The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 3, negate the effect and destroy the opponent's card. When a "Terrorking Archfiend" on your side of the field is destroyed and sent to the Graveyard, you can send this card from your hand to the Graveyard to Special Summon the "Terrorking Archfiend".

Different Dimension Dragon SR
Lvl. 5 Light Dragon/Effect. A:1200 D:1500. The effect of a Spell or Trap Card cannot destroy this card unless the Spell or Trap Card specifically designates a target. This card is not destroyed as a result of battle when this card battles with a monster with an ATK of 1900 or less.

Exodia Necross UR
Lvl. 4 Dark Spellcaster/Effect. A:1800 D:0. This card can only be Special Summoned by the effect of "Contract with Exodia". This card is not destroyed as a result of battle at any time or by the effects of Spell or Trap Cards. During each of your Standby Phases, increase the ATK of this card by 500 points. This card is destroyed when you do not have all 5 of these cards in your Graveyard: "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One", "Left Leg of the Forbidden One".

Fear from the Dark R
Lvl. 4 Dark Zombie/Effect. A:1700 D:1500. When this card is sent directly from your hand or Deck to your Graveyard by your opponent's card effect, Special Summon this card to your side of the field.

Gagagigo C
Lvl. 4 Water Reptile. A:1850 D:1000.

Goblin of Greed C
Lvl. 4 Earth Fiend/Effect. A:1000 D:1800. As long as this card remains face-up on your side of the field, neither player can discard from his/her hand as a cost.

Great Maju Garzett R
Lvl. 6 Dark Fiend/Effect. A:0 D:0. The ATK of this card becomes twice the original ATK of the Tribute Monster you used to Tribute Summon this card.

Guardian Baou R
Lvl. 4 Dark Fiend/Effect. A:800 D:400. This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Wicked-Breaking Flamberge - Baou" on your side of the field. Each time 1 of your opponent's monsters is destroyed and sent to the Graveyard in battle by this monster, increase the ATK of this card by 1000 points. Also negate the effect of an Effect Monster that is destroyed by this monster in battle.

Guardian Ceal UR
Lvl. 4 Fire Pyro/Effect. A:1700 D:1400. This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Shooting Star Bow - Ceal" on your side of the field. Send an Equip Spell Card on your side of the field equipped to this card to the Graveyard to destroy 1 monster on your opponent's side of the field.

Guardian Elma C
Lvl. 3 Wind Fairy/Effect. A:1300 D:1200. This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Butterfly Dagger - Elma" on your side of the field. When this card is Summoned successfully, you can select 1 appropriate Equip Spell Card in your Graveyard and equip it to this card.

Guardian Grarl UR
Lvl. 5 Earth Dinosaur/Effect. A:2500 D:1000. This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Gravity Axe - Grarl" on your side of the field. If this is the only card in your hand, you can Special Summon it without offering Tribute.

Guardian Kay'est C
Lvl. 4 Water Sea Serpent/Effect. A:1000 D:1800. This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Rod of Silence - Kay'est" on your side of the field. This card is unaffected by any Spell Cards and cannot be attacked by your opponent's monsters.

Guardian Tryce R
Lvl. 5 Light Thunder/Effect. A:1900 D:1700. This card can only be Normal Summoned, Flip Summoned, or Special Summoned when there is a "Twin Swords of Flashing Light - Tryce" on your side of the field. When this card is destroyed and sent to the Graveyard, Special Summon the monster that was offered as a Tribute for this card.

Gyaku-Gire Panda SP
Lvl. 3 Earth Beast/Effect. A:800 D:1600. The ATK of this card increases by 500 points for every monster on your opponent's side of the field. When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points.

Infernalqueen Archfiend R
Lvl. 4 Fire Fiend/Effect. A:900 D:1500. The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 2 or 5, negate the effect and destroy the opponent's card. As long as this card remains on the field, during each Standby Phase increase the ATK of 1 Archfiend monster by 1000 points.

Iron Blacksmith Kotetsu C
Lvl. 2 Fire Beast-Warrior/Effect. A:500 D:500. FLIP: Select 1 Equip Spell Card from your Deck and add it to your hand.

Kaiser Glider UR
Lvl. 6 Light Dragon/Effect. A:2400 D:2200. This card is not destroyed as a result of battle when this card battles with a monster with the same ATK. When this card is destroyed and sent to the Graveyard, return 1 monster on the field to its owner's hand.

Kelbek C
Lvl. 4 Earth Fairy/Effect. A:1500 D:1800. Any monster that attacks this card is returned to its owner's hand. Damage calculation is applied normally.

Keldo C
Lvl. 4 Earth Fairy/Effect. A:1200 D:1600. When this card is destroyed and sent to the Graveyard as a result of battle, select 2 cards from your opponent's Graveyard and return them to your opponent's Deck. Your opponent then shuffles his/her Deck.

Legendary Flame Lord R
Lvl. 7 Fire Spellcaster/Ritual/Effect. A:2400 D:2000. This card can only be Ritual Summoned with the Ritual Spell Card, "Incandescent Ordeal". You must also offer monsters whose total Level Stars equal 7 or more as a Tribute from the field or your hand. Each time you or your opponent activates 1 Spell Card, put 1 Spell Counter on this card. Remove 3 Spell Counters from this card to destroy all monsters on the field except this card.

Little-Winguard SP

Lvl. 4 Wind Warrior/Effect. A:1400 D:1800. Once during each of your End Phases, you can change the battle position of this card.

Maju Garzett SP
Lvl. 7 Dark Fiend/Effect. A:? D:0. The ATK of this card becomes equal to the combined original ATK of the 2 monsters you offered as a Tribute to Tribute Summon this card.

Mefist the Infernal General R
Lvl. 5 Dark Fiend/Effect. A:1800 D:1700. When this card attacks with an ATK that is higher than the DEF of your opponent's Defense Position monster, inflict the difference as Battle Damage to your opponent's Life Points. When this card inflicts Battle Damage to your opponent's Life Points, select 1 card from your opponent's hand randomly and discard it.

Metallizing Parasite - Lunatite R
Lvl. 7 Water Aqua/Union. A:1000 D:500. Once per turn, during your Main Phase, if you control this monster on the field, you can equip it to a face-up monster on your side of the field as an Equip Spell Card, OR change it back to a monster in face-up Attack Position. When equipped to a monster by this card's effect, that monster will not be affected by the effects of Spell Cards controlled by your opponent. (1 monster can only be equipped with 1 Union Monster at a time. If the monster that this card is equipped to is destroyed in battle, this card is destroyed instead.)

Mirage Knight SR
Lvl. 8 Light Warrior/Effect. A:2800 D:2000. This card can only be Special Summoned by the effect of "Dark Flare Knight". When this card battles another monster, during damage calculation increase the ATK of this card by the original ATK of the opponent's monster. During the End Phase after this card was involved in battle, remove this card from play.

Mudora SR
Lvl. 4 Earth Fairy/Effect. A:1500 D:1800. The ATK of this card increases by 200 points for every Fairy-Type monster in your Graveyard.

Nin-Ken Dog C
Lvl. 4 Wind Beast-Warrior. A:1800 D:1000.

Ojama Green C
Lvl. 2 Light Beast. A:0 D:1000.

Outstanding Dog Marron SP
Lvl. 1 Light Beast/Effect. A:100 D:100. When this card is sent to your Graveyard, it is returned to your Deck. Then shuffle your Deck.

Pandemonium Watchbear C
Lvl. 4 Dark Beast/Effect. A:1300 D:1800. As long as this card remains face-up on your side of the field, "Pandemonium" on your side of the field cannot be destroyed by your opponent's card effects.

Reflect Bounder UR
Lvl. 4 Light Machine/Effect. A:1700 D:1000. When this face-up Attack Position card is attacked by a monster on your opponent's side of the field, before damage calculation is resolved in the Damage Step, this card inflicts damage to your opponent's Life Points equal to the ATK of the attacking monster. Then, after damage calculation is resolved, this card is destroyed.

Sasuke Samurai #2 C
Lvl. 1 Wind Warrior/Effect. A:200 D:300. Once per turn, during your Main Phase, you can pay 800 Life Points. If you do this, until the End Phase, Spell and Trap Cards cannot be activated.

Shadowknight Archfiend C
Lvl. 4 Wind Fiend/Effect. A:2000 D:1600. The controller of this card pays 900 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 3, negate the effect and destroy the opponent's card. The Battle Damage this card inflicts to your opponent's Life Points is halved.

Shinato, King of a Higher Plane UR
Lvl. 8 Light Fairy/Ritual/Effect. A:3300 D:3000. This card can only be Ritual Summoned with the Ritual Spell Card, "Shinato's Ark". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand. When a Defense Position monster on your opponent's side of the field is destroyed and sent to the Graveyard by this card as a result of battle, inflict damage to your opponent's Life Points equal to the original ATK of the destroyed monster.

Skull Archfiend of Lightning UR
Lvl. 6 Dark Fiend/Effect. A:2500 D:1200. The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 1, 3, or 6, negate the effect and destroy the opponent's card.

Terrorking Archfiend SR
Lvl. 4 Dark Fiend/Effect. A:2000 D:1500. You cannot Normal Summon or Flip Summon this card unless you have an Archfiend Monster Card on your side of the field. The controller of this card pays 800 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 2 or 5, negate the effect and destroy the opponent's card. Also negate the effect of an Effect Monster that is destroyed by this monster in battle.

Thousand Needles C
Lvl. 4 Earth Beast/Effect. A:1000 D:1800. When this Defense Position card is attacked and the ATK of the attacking monster is lower than the DEF of this card, after Damage Calculation destroy the attacking monster.

Tsukuyomi R
Lvl. 4 Dark Spellcaster/Spirit. A:1100 D:1400. This card cannot be Special Summoned. This card returns to the owner's hand during the End Phase of the turn that it is Normal Summoned, Flip Summoned or flipped face-up. When this card is Normal Summoned, Flip Summoned, or flipped face-up, flip 1 face-up monster on the field into face-down Defense Position.

Vampire Lord SCR
Lvl. 5 Dark Zombie/Effect. A:2000 D:1500. Each time this card inflicts Battle Damage to your opponent, declare 1 card type (Monster, Spell, or Trap). Your opponent selects 1 card of that type from his/her Deck and sends it to the Graveyard. Also, when this card is destroyed and sent to your Graveyard by your opponent's card effect, it is Special Summoned to the field during your next Standby Phase.

Vilepawn Archfiend C
Lvl. 2 Earth Fiend/Effect. A:1200 D:200. The controller of this card pays 500 Life Points during each of his/her Standby Phases (this is not optional). When this card is specifically designated as a target of the effect of a card controlled by your opponent, when resolving the effect, roll a six-sided die. If the result is 3, negate the effect and destroy the opponent's card. As long as this card remains face-up on the field, your opponent cannot attack another face-up Archfiend Monster Card.

Zolga C
Lvl. 4 Earth Fairy/Effect. A:1700 D:1200. The controller of this card increases his/her Life Points by 2000 points when this monster is offered as a Tribute for a successful Tribute Summon or Set.

Spells

A Deal with Dark Ruler SP
Spell (Quick-Play). You can only activate this card during a turn in which a monster with 8 or more Level Stars on your side of the field was sent to the Graveyard. Special Summon 1 "Berserk Dragon" from your hand or Deck.

Archfiend's Oath C
Spell (Continuous). Once per turn you can pay 500 Life Points to declare 1 card name. Pick up the top card from your Deck and if the card name is the one you declared, add it to your hand. If not, send the card you picked up to the Graveyard.

Butterfly Dagger - Elma SR
Spell (Equip). A monster equipped with this card increases its ATK by 300 points. When this card is destroyed and sent to the Graveyard while equipped to a monster, this card can be returned to the owner's hand.

Cestus of Dagla C
Spell (Equip). This card can only be equipped to Fairy-Type monsters. A monster equipped with this card increases its ATK by 500 points. When this card inflicts Battle Damage to your opponent's Life Points, increase your Life Points by an equal amount.

Checkmate C
Spell. Offer 1 Archfiend monster on your side of the field as a Tribute. During the turn this card is activated, 1 "Terrorking Archfiend" on your side of the field can attack your opponent's Life Points directly.

Contract with Exodia SP
Spell. You can only activate this card when you have "Exodia the Forbidden One", "Right Arm of the Forbidden One", "Left Arm of the Forbidden One", "Right Leg of the Forbidden One", and "Left Leg of the Forbidden One" in your Graveyard. Special Summon 1 "Exodia Necross" from your hand.

Contract with the Abyss R
Spell (Ritual). This card is used to Ritual Summon any DARK monster. You must also offer monsters from the field or your hand whose total Level Stars equal the Level Stars of the Ritual Monster you are attempting to Ritual Summon.

Contract with the Dark Master SP
Spell (Ritual). This card is used to Ritual Summon "Dark Master - Zorc". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand.

Cost Down UR
Spell. Discard 1 card from your hand. Downgrade all Monster Cards in your hand by 2 Levels until the End Phase of the turn this card is activated.

Different Dimension Gate R
Spell (Continuous). Select 1 Monster Card each from you and your opponent's sides of the field and remove them from play. When this card is destroyed and sent to the Graveyard, return those monsters to the field in the same battle position as when they were removed from play.

Dragged Down into the Grave C
Spell. You and your opponent look at each other's hands, select 1 card from each other's hands and discard them to the Graveyard, and each draw 1 card.

Fairy of the Spring C
Spell. Select 1 Equip Spell Card from your Graveyard and add it to your hand. You cannot activate that Equip Spell Card this turn.

Falling Down SP
Spell (Equip). Destroy this card if there is no face-up Archfiend card on your side of the field. Take control of 1 of your opponent's face-up monsters. Inflict 800 points of damage to your Life Points during each of your opponent's Standby Phases.

Final Countdown SP
Spell. Pay 2000 Life Points. After 20 turns have passed after you activate this card (counting the turn you activate this card as the 1st turn), you win the Duel.

Gravity Axe - Grarl C
Spell (Equip). A monster equipped with this card increases its ATK by 500 points. As long as this card remains face-up on the field, monsters on your opponent's side of the field cannot change their battle position.

Incandescent Ordeal SP
Spell (Ritual). This card is used to Ritual Summon "Legendary Flame Lord". You must also offer monsters whose total Level Stars equal 7 or more as a Tribute from the field or your hand.

Morale Boost C
Spell (Continuous). Each time a player equips an Equip Spell Card, that player's Life Points increase by 1000 points. Each time an Equip Spell Card is destroyed or removed from the field, inflict 1000 damage to the Life Points of the controller of that Equip Spell Card.

Mustering of the Dark Scorpions C
Spell. You can only activate this card when you have "Don Zaloog" face-up on your side of the field. You can Special Summon any of the cards from your hand that include "Dark Scorpion" in the card name, or are named "Cliff the Trap Remover". You cannot Special Summon 2 cards with the same card name by the effect of this card.

Non-Spellcasting Area C
Spell (Continuous). All face-up Monster Cards on the field, except for Effect Monsters, are unaffected by any Spell Card (excluding this card).

Pandemonium SP
Spell (Field). Neither player has to pay Life Points during the Standby Phase for Archfiend monsters. Each time a player's Archfiend Monster Card(s) are destroyed and sent to the Graveyard, except as a result of battle, that player can select 1 Archfiend Monster Card from his/her Deck that has fewer Level Stars than the destroyed card and add it to his/her hand.

Precious Cards from Beyond C
Spell (Continuous). When you successfully Tribute Summon or Set a monster that required 2 or more Tributes, draw 2 cards from your Deck.

Rod of Silence - Kay'est C
Spell (Equip). A monster equipped with this card increases its DEF by 500 points. Negate the effect of a Spell Card (excluding this card) that specifically designates a monster equipped with this card as a target and destroy it.

Rod of the Mind's Eye C
Spell (Equip). When a monster equipped with this card inflicts Battle Damage to your opponent, the damage becomes 1000 points.

Shinato's Ark SP
Spell (Ritual). This card is used to Ritual Summon "Shinato, King of a Higher Plane". You must also offer monsters whose total Level Stars equal 8 or more as a Tribute from the field or your hand.

Shooting Star Bow - Ceal C
Spell (Equip). A monster equipped with this card decreases its ATK by 1000 points. A monster equipped with this card can attack your opponent's Life Points directly.

Spell Reproduction C
Spell. Send 2 Spell Cards from your hand to the Graveyard. Select 1 Spell Card from your Graveyard and add it to your hand.

Token Thanksgiving C
Spell. Destroy all tokens on the field. Increase your Life Points by the number of tokens destroyed x 800 points.

Twin Swords of Flashing Light - Tryce C
Spell (Equip). You must send 1 card from your hand to your Graveyard when you activate this card. A monster equipped with this card decreases its ATK by 500 points. A monster equipped with this card can attack twice during the same Battle Phase.

Wicked-Breaking Flamberge - Baou R
Spell (Equip). You must send 1 card from your hand to your Graveyard when you activate this card. A monster equipped with this card increases its ATK by 500 points. When a monster equipped with this card destroys a monster with an effect on your opponent's side of the field in battle, negate the effect of that monster.

Traps

Altar for Tribute C
Trap. Select 1 monster on your side of the field and send it to the Graveyard. Increase your Life Points by an amount equal to the original ATK of the monster.

Archfiend's Roar C
Trap. Pay 500 Life Points to activate this card. Special Summon 1 Archfiend Monster Card from

6. Butterfly Dagger — Elma

This probably won't dominate tournaments, but it's a good general-purpose card. You can increase any monster's ATK by 300 points. And when the monster dies, you can return Butterfly Dagger — Elma back to your hand. This isn't a superstar card on its own, but it can still be useful.

5. Cost Down

Players have always looked for ways to get high-level tribute monsters into play more easily. Finally, there's a strong and efficient answer: This card reduces the cost of each monster in your hand by two for the rest of the turn.

4. Great Maju Garzett

This card seems a bit *too* powerful. So many creatures in decks these days are strong level-three and -four monsters with ATKs of 1400 or better. So it's likely that this monster will be summoned with a 2800 or better ATK. It can easily wind up more than 3000 ATK. This card will certainly be one of the top tribute-summon monsters.

3. Interdimensional Matter Transporter

Here's a card that's both offensive and defensive. You can use it to keep a monster from dying to your opponent's **Raegeki**. You can use it to save one of your monsters from a **Dark Hole** that you need to use. By itself, it doesn't do much, but in combination with other cards in the right situation, it can turn the tide of a match.

2. Shooting Star Bow — Ceal

This might be the best direct-damage card in the game. Not only do you get to increase the ATK of any monster by 1000 points, you also get to deal damage directly to your opponent's life total. More than likely, you'll hit your opponent for 2000 or more each turn with this card. Once you play this, your opponent will focus on getting rid of this card.

1. Judgment of Anubis

This card will likely be restricted. For the simple cost of discarding a card, you can stop the effect of a spell card that's attempting to destroy a spell or trap card. You also get to destroy a face-up monster on your opponent's side of the field. Adding insult to injury, you then deal damage to your opponent equal to the ATK of the monster you destroyed. There hasn't been a card to date in the game that does so much for so little. It's creature kill, damage, and spell negation, all in one card. No wonder it's a secret rare!

your Graveyard. This monster cannot be offered as a Tribute under any conditions and is destroyed during the End Phase of this turn.

Arsenal Robber C
Trap. Your opponent selects 1 Equip Spell Card from his/her Deck and sends it to the Graveyard.

Battle-Scarred C
Trap (Continuous). Select 1 Archfiend monster on your side of the field when you activate this card. When the monster's controller pays Life Points during the Standby Phase for the selected monster, that player's opponent also must pay equal Life Points. If this card is destroyed or removed from the field, destroy the selected monster. When the selected monster is destroyed or removed from the field, this card is also destroyed.

Blast Held by a Tribute UR
Trap. You can only activate this card when your opponent declares an attack with a monster on his/her side of the field that has been Tribute Summoned or Set. Destroy all face-up Attack Position monsters on your opponent's side of the field and inflict 1000 points of damage to your opponent's Life Points.

Dark Scorpion Combination R
Trap. You can only activate this card when you have "Don Zaloog", "Cliff the Trap Remover", "Dark Scorpion - Chick the Yellow", "Dark Scorpion - Gorg the Strong", and "Dark Scorpion - Meanae the Thorn" face-up on your side of the field. During the turn this card is activated, any of these 5 cards can attack your opponent's Life Points directly. In that case, the Battle Damage inflicted by each of those cards (that attack your opponent's Life Points directly) becomes 400 points.

Dice Re-Roll SP
Trap. After this card is activated, for the rest of this turn you can negate 1 six-sided die roll and re-roll it.

Final Attack Orders C
Trap (Continuous). As long as this card remains face-up on the field, all face-up monsters on the field are changed to Attack Position and their battle position cannot be changed.

Frozen Soul C
Trap. You can only activate this card when your opponent's Life Points are at least 2000 points higher than yours. Your opponent skips his/her next Battle Phase.

Interdimensional Matter Transporter UR
Trap. Select 1 face-up monster on your side of the field and remove it from play until the End Phase of the turn this card is activated.

Judgment of Anubis SCR
Trap (Counter). Discard 1 card from your hand to negate the activation and the effect of a Spell Card controlled by your opponent that includes the effect of destroying Spell and/or Trap Card(s) on the field and destroy it. Then, you can destroy 1 face-up monster on your opponent's side of the field and inflict damage to your opponent equal to the ATK of the destroyed monster.

Ojama Trio SP
Trap. Special Summon 3 "Ojama Tokens" (Beast-Type/LIGHT/2 Stars/ATK 0/DEF 1000) in Defense Position on your opponent's side of the field. The tokens cannot be used as a Tribute for a Tribute Summon. When an "Ojama Token" is destroyed, inflict 300 points of damage to the controller's Life Points.

Ray of Hope C
Trap. Select 2 LIGHT monsters from your Graveyard and add them to your Deck. Then shuffle your Deck.

Really Eternal Rest C
Trap. Destroy all monsters equipped with Equip Cards.

Sakuretsu Armor C
Trap. You can only activate this card when your opponent declares an attack. Destroy the attacking monster.

Skill Drain R
Trap (Continuous). Pay 1000 Life Points. As long as this card remains face-up on the field, negate the effects of all face-up Effect Monsters on the field.

Spell Vanishing SR
Trap (Counter). Discard 2 cards from your hand to negate the activation of a Spell Card and destroy it. Also, check your opponent's hand and Deck and if you find any Spell Cards of the same name as the destroyed Spell Card, send all of them to the Graveyard.

Staunch Defender C
Trap. You can only activate this card when your opponent declares an attack. Select 1 face-up monster on your side of the field. During the turn this card is activated, your opponent can only attack the monster you selected. Your opponent must attack the selected monster with all face-up monsters on his/her side of the field.

SCRYEDECK

by Mike Greenholdt

The *Yu Yu Hakusho CCG* is one of few CCGs that feature match play as the main combat procedure. Players must win three of five matches to win, with each match having a modest effect on the others. The natural tendency is to try to win your first three matches and the game, preventing the other player's deck from fully deploying. However, it's possible to use the format to advantage with a "comeback" deck.

A comeback deck deliberately sacrifices the first match to gain card advantage in the remaining matches. It plays cards on fighters yet to enter the arena, but none on the first character. Team Urameshi's bonuses complement this strategy well, since you can play a small deck and not be overly vulnerable to a decking strategy. This makes it likely that you'll see the cards you need to win the game.

The sacrificial lead-off character is **Roto**. He has a 4,000 DEF and a special attack ability (attacking fighters on the sideline) that perfectly complements the comeback strategy. The hope is that your opponent will try to quickly defeat Roto, using up cards, while you stock up for the future.

Kuwabara, Street Fighter and **Yusuke** pack a lot of punch with **Power of Love** and **Spirit Ring**, respectively. Because you'll have the first attack in round two, Kuwabara should win fairly easily, while Yusuke has the strength to win even when attacked first, especially with help from Roto. Frequently, it's Yusuke who will be able to use **Overwhelming Kill** for an instant match win.

Kurama, in the fourth match, is your most strategic character. The three big technique cards are in the deck for his use, to be doubled by a **Rose Whip** and Overwhelming Power. If all goes according to plan, you should be at two wins and one loss. If Kurama wins, the game's over; if he loses, you go to the fifth match, attacking first with **Genkai the Young**, a formidable closer. Since games don't always go as planned, Kurama also gives you a chance to even the game if you're down two to one.

Genkai the Young is great for the fifth match, as she can put any leftover items or techniques to good use, gaining a 1,000-point ATK bonus for each attached card. If bereft of cards, she can always fall back on her one-card 6,000-point attack.

The comeback deck does have a few weaknesses. While not as subject to decking as normal, thanks to the Urameshi bonus, the small deck size still makes it possible. Team Rokuyukai, with its team bonus to defense, can make it difficult to double a fighter's defense, let alone play Overwhelming Power. Against them, using Roto to soften up Yusuke's opponent may be vital. Team Toguro can hit so fast as to deny you the time you need to set up later matches. Drawing extra cards will be the key in those match-ups.

As presented here, the deck only uses one spirit rare, but there are several hard-to-find cards that would be good additions. A third **Kitty Love** and a **Burst of Power** would greatly increase the deck's card advantage. **Kurama, Reformed Demon**, a tournament rare, would give your fourth match a bit more power. A third Overwhelming Kill would help, although two or three **Power Strike**s would be better, especially with Roto. One or two copies of **Sacrifice of Life**, to power Kurama's big techniques, could also be useful.

SUDDEN ONSET

LINEUP (in order)
Roto
Kuwabara, Street Fighter
Yusuke
Kurama
CHARACTERS
1x Genkai the Young
ITEMS
3x Backyard Dummy
2x Fishing Pole
3x Rose Whip
3x Spirit Ring
TECHNIQUES
3x Power of Love
3x Power Slam
1x Spirit Sword Monster Beast Donut
EVENTS
1x Botan's Healing
3x Efflux
1x Good Ref
2x Heroic Team
2x Hiei's Sword Mastery
3x Improvised Weapon
2x Kitty Love
1x Lucky Winner
2x Overwhelming Kill
2x Rash Brawling
2x Rando Appears

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.hack// TRADING CARD GAME

SCRYEDECK

by Allen Divers

HOT TIME IN THE WORLD TONIGHT

.hack deck turns up the heat

Videogame strategy can range from simple to complex, depending on how much effort players are willing to put into it. It can be as simple as sticking to the tried-and-true method of button mashing or as complex as memorizing each combo for the big finishing moves. There are strategies that take time to build, and then again, it can be fun to rush in with no plan and hope for the best.

As a CCG, *.hack//Enemy* can fall into either category, so why not build a deck that delves right into the thick of things with a little fire and brimstone to keep the natives happy?

The idea of this deck is simple. Get your characters out and level them up to fight off the horde of monsters your opponent will hit you with, while bombarding your opponent with an onslaught of fire-themed monsters. There's no subtlety in this deck and no hidden agendas. OK, it does have a few tricks to keep you from exhausting your draw deck too quickly, but other than that, it's all about combat.

With all good games, you must start with a good mix of characters. While there are plenty of character classes to choose from, with a 60-card deck limit, it's best to focus on, at most, two classes. Just to keep things interesting, we'll build the deck around the heroes of the videogame: **Kite** and **Black Rose**. A twin blade and a heavy blade respectively, Kite and Black Rose are backed up by twin blade **Natsume**, and heavy blade **Hirami**. Sticking with two classes helps keep the number of items needed to level them up to a minimum, allowing more room for the monsters.

Staying with the simple theme of this deck, the action cards simply boost your characters in combat. **Swirling Dark** and **Vak Drive** give simple strength bonuses. Also, both Kite and Black Rose have solid game text that helps control the flow of combat. Kite's ability to look at the top two cards of the draw deck, then seeding one as his destiny draw, gives him in an edge in combat. The downside is that the other card is discarded, increasing the speed at which you'll burn through your draw deck. Black Rose's ability to take the destiny draw into hand is like an extra draw per turn, but her downside is that you have to be careful how many cards you have in hand, as you have to discard down to five at the end of your turn.

.HACKED TO PIECES

PCS (12)
3x Black Rose
3x Natsume
3x Kite
3x Hirami
ITEMS (15)
3x Spark Blades
3x Flamberge
2x Shanato
2x Enou
1x Plate Armor
2x Wyrm Hide
2x Firedrake Mail
ACTIONS (6)
3x Vak Drive
3x Swirling Dark
FIELDS (3)
3x D Raging, Passionate, Melody
MONSTERS (24)
3x Flame Heads
3x Goblin Wiz
4x Hell Doberman
2x Hell Hound
4x Magical Goblin
3x Menhir
4x Sled Dog
1x Skeith

Of course, it takes more than good game text to make a good PC. Their survival in the long run depends on the equipment they carry. **Spark Blades** and **Enou** are good enough to power up the twin blades, while the **Flamberges** and **Shanatos** do well to power up the heavy blades. Armor is trickier, with **Wyrm Hide** to give your twin blades a bit of tolerance on hits and **Plate Armor** to boost your heavy blades. Both classes can take advantage of **Firedrake Mail**, which has a tolerance of three and puts another fire element on the table. The Firedrake Mail also lets you seed a nice, juicy destiny draw when you play another card with a fire element.

And with your horde of monsters, there's no need to worry about a lack of fire-element cards. Many of the monsters gain bonuses when fire element icons are on the table, and, mixed in with the field card **D Raging, Passionate, Melody**, your monsters will fight in unison, making it more difficult for your opponent to put up a defense and giving you more opportunities to score. The horde of monsters contains a healthy mix of small and large with which to bombard your opponent.

Since you'll work through your draw deck faster than your opponent, it's important to gain a quick lead and maintain it through the game. To push your strategy for a satisfying win, rely on **Skeith** to get the victory points you need in the end. Because you have to discard three of your three PCs to play it, Skeith is definitely a game-ending strategy. Backed up by stored monsters in your portal, he should easily plow through the last of your opponent's PCs to give you the win.

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Dragon Ball Z Collectible Card Game

SCRYEDECK

A COLD, BLACK WIND BLOWS THROUGH DBZ

by Jesse Zeller

KING COLD BLACK MANIPULATION

PERSONALITIES (4)
1x King Cold L1 (TS)
1x King Cold, the Boastful L2 (WG)
1x King Cold L3 (TS)
1x King Cold, the Mighty L4 (TS)
MASTERY/SENSEI (2)
1x Black Style Mastery (CS)
1x Piccolo Sensei (KB)
SENSEI (6)
2x Black Scout Maneuver (AS)
2x Black Pivot Kick (BS)
1x Black Disarray Drill (KB)
1x HUH??? (WG)
NON-COMBAT/LOCATION/DB (34)
3x King Kai's New Home (CG)
3x Black Thought Focus (CG)
3x Black Searching Technique (AS)
2x The Power of Porunga (FU)
1x Hercule's Close Save (BS)
1x Releasing the Sword (IR)
1x The Eternal Dragon's Quest (BU)
1x Kami Fades (FS)
1x Vegeta's Plans (SS)
1x Vegeta's Smirk (SS)
1x Goku's Lucky Break (SS)
1x Where There's Life There's Hope (TS)
1x Black Weakness Drill (BU)
1x Black Smoothness Drill (TS)
1x Vegeta's Quickness Drill (SS)
1x Don't You Just Hate That (TS)
1x Expectant Trunks (TS)
1x Hero's Lucky Break (TS)
1x Fatherly Advice (AS)
1x Victorious Drill (WG)
1x Alt. Namek Dragon Ball 1 (KB)
1x Alt. Namek Dragon Ball 2 (KB)
1x Alt. Namek Dragon Ball 3 (KB)
1x Namek Dragon Ball 4 (TS)
1x Alt. Namek Dragon Ball 5 (KB)
1x Alt. Namek Dragon Ball 6 (KB)
1x Namek Dragon Ball 7 (TS)
COMBAT (13)
3x Android 18's Stare Down (AS)
3x Trunks Energy Sphere (TS)
1x Dazed (FU)
1x Time Is A Warrior's Tool (FS)
1x Cell's Threatening Position (AS)
1x Super Saiyan Effect (AS)
1x The Power of the Dragon (CG)
1x Battle Pausing (SS)
1x Cell's Presence (CG)
PHYSICAL COMBAT (25)
3x Black Buffer Block (KB)
3x Black Body Destruction (CCPP)
3x Black Impressive Slap (KB)
3x Black Parry (KB)
3x Black Swivel Attack (KB)
3x Earth Dragon Ball Capture (SS)
3x Pikkon's Leg Catch (IR)
2x Black Swerve (KB)
1x Vegeta's Physical Stance (SS)
1x Nappa's Physical Resistance (SS)
ENERGY COMBAT (5)
3x Black Recovery (CG)
1x Nappa's Energy Aura (SS)
1x Frieza's Force Bubble (FS)

A few months pass, and another *Dragon Ball Z CCG* set is released. This time, we're graced with the beauty of *Kid Buu Saga*. This Saga places a heavy emphasis on Red, Saiyan, and Black styles. Most notably, Black got a ton of manipulative cards in the set. With a new array of cards that force your opponent to discard from his hand, Black is now a force to be reckoned with.

At first glance, all the new Black Style cards would fit perfectly into any Black survival deck. But this deck is a little different, something I like to call a "beatball" deck. That means its main victory condition is to win by Dragon Balls, but it can easily win by survival, as well.

King Cold's level one personality power fits perfectly with the theme. Whenever your opponent declares combat on you, he has to randomly place a card from his hand on top of his life deck. During combat, you have a variety of other manipulation cards to destroy your opponent's hand: **Black Style Mastery**, **Black Thought Focus**, and **Black Body Destruction**, to name a few. Once your opponent has no hand, you're pretty much free to wreak havoc with an onslaught of non-combat cards.

Piccolo Sensei is rapidly becoming the most popular sensei, and for good reason. He allows you to choose which cards come out of your life deck, instead of randomly removing cards off the top at the beginning of your game. The biggest drawback of the sensei is the small number of cards (six) you can use in your sensei deck. But using Piccolo Sensei means you won't accidentally sensei out a Dragon Ball at the beginning of the game, because losing a Dragon Ball severely limits this deck's chances of winning.

While the deck isn't limited to a Dragon Ball victory, it's a slow deck that uses a lot of manipulation and defense cards. If you can successfully use **HUH???** against any other Dragon Ball deck, you have pretty much secured victory. Likewise, an anger deck at level four that gets reset to level one via **Cell's Threatening Position** is pretty much toast.

The main disadvantage of this deck is the slow games. It takes a lot of patience to win with this deck. Your opponents may get angry at the speed of the deck, and you can use that to your advantage. They will try to hurry things along by playing quickly, making them vulnerable to big mistakes. Use it to your advantage and win every game you play.

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neopets™ TRADING CARD GAME

SCRYEDECK

THROW THE BOOK AT 'EM!

Neopets do some heavy reading

by DeQuan Watson

The battle does not always to the strongest or fastest — wisdom often prevails. This *Neopets* deck, while lacking in the strength and agility areas, is possibly the most "bookish" deck you'll ever play.

Of the basic Neopets currently available, Korbats seem to offer the best overall stats. Between the three different types, you come out pretty good, one way or another, in each of the arenas. The **Blue Poogle** was thrown into the mix because it's always a decent card, so it never hurts to use it as a space filler.

Experienced Neopets are a must for every deck. The two that stood out when building this deck were the **Korbat Researcher** and the **Ghost Korbat**. With the deck running nine potential korbats in its basic Neopet mix, these should be easy to get into play. With all the books, Korbat Researcher was a natural choice, and Ghost Korbat is a neat card, because it allows you to manipulate your opponent's Neopets in contests that you win. You can use Ghost Korbat to move your opponent's Neopets into arenas with your villains. This will buy you a turn while they tap and come back to the arena.

Your villains will most likely be played in the agility and strength arenas (in that order), as those are your weakest overall arenas. **Lord Darigan** gives +1 to all stats of all dark Neopets (conveniently, the same type that your Korbats are).

This deck shouldn't need the help of too many heroes, so only four are included. There are two each of **Koya, Korbat Huntress** and **Grey Faerie**. The bonus stats from these characters should help you take down any bothersome villain in your way.

The items in this deck are an eclectic mix. The most powerful item in this deck is probably **Night Stone**. Night Stone can keep your opponent from rolling dice in contests against the equipped Neopet. This effect is only active on your turn, but that's fine. It almost guarantees you a few wins in the right arenas. **Doglefox** is another useful card. It can shut off any petpet bonuses that your opponent may have. Between these two items, you can make it extremely difficult for your opponent to win a contest.

Books make up the bulk of the remaining items. They are there mainly to give you bonuses. However, the most important something has happened card in the deck is **Traveling Library**. With so many books in the deck, you can easily get four or five cards from it. The best part is that Traveling Library allows you to save space on search cards. You can usually find what you need from the large number of cards you draw.

The Neopoint numbers are reasonably low in this deck, usually leading to a long, drawn-out game. If you like control-style, slow games, you'll love this deck. It will likely do well in the hands of a more experienced player, as you don't want to waste the bonuses from your items frivolously. You also need to learn how to best use your villains; they can play a large part in slowing down your opponent.

Right now, the strength arena seems to be a preferred arena for many popular *Neopets* decks. This can be an issue for you, but **Red Korbat** can help alleviate some of that pain. Your two strongest arenas are most likely going to be intelligence and magic. If you can, try to solidify yourself in those first. You should have to spend fewer items and equipment on your Neopets in those two arenas, so spend more of your time playing cards in the other two arenas. Depending on what Neopets you have in play, you can probably even get by in the strength arena. However, you absolutely need to spend some cards in the agility arena. Your villains should help you buy some time for a while.

This is a tough deck to do well with. You can adjust the books in the deck to match your flavor or your style. You might even adjust some of the books to better fit your local metagame. I would leave the rest of the deck alone, as the cards seem to work well together. Be patient, and don't get frustrated with early test runs of the deck. It takes some time to learn the strengths of the deck and the strategies that are needed to win. It's already been mentioned above that wins may not come easy. That just makes the wins more rewarding.

BOOK 'EM, KORBAT

- 3x Green Korbat
- 3x Yellow Korbat
- 3x Red Korbat
- 1x Blue Poogle
- 3x Korbat Researcher
- 2x Ghost Korbat
- 2x Korbat Cape
- 3x Doglefox
- 3x Traveling Library
- 3x Biting Book
- 1x Jhudora's Wand
- 2x The Golden Shoyru
- 2x Everything, Volume 1
- 3x Book of Sadness
- 2x Rainbow Paint Brush
- 3x Darkest Faerie
- 3x Lord Darigan
- 3x Peachpa
- 3x Night Stone
- 2x Koya, Korbat Huntress
- 2x Grey Faerie

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Pokémon TRADING CARD GAME

FIRST CUT

DRAGON RAGE

New Pokémon set is ex-ceptional

by Irwin-Malek Chair

Only two months after Nintendo's second set, *Sandstorm*, is *Dragon*, the third set featuring the all new *Ruby & Sapphire* Pokémon. As you found out if you attended one of the many *Dragon* pre-release events across North America and some parts of Europe, there are 97 cards in the set, plus three "secret" cards.

From a collector's point of view, the set is very good, with 12 regular holofoils and nine ex Pokémon, as well as the three secret foils, which also share the holofoil rarity. This is a reasonable amount to collect, though nowhere near the 30+ holofoils from sets such as *Skyridge* (which isn't necessarily a bad thing).

From a player's point of view, *Dragon* is immense! The current Nintendo Modified Format is so open in terms of decks that lots of the cards in this set are playable, and many of them potentially very strong.

Starting, as always, with the Pokémon, lets have a look at the ex cards which pack a punch. **Kingdra ex** is a powered-up version of its *Neo Revelation* cousin. The first attack is identical, and the second, which was never that important, is a relatively good attack which does a potential 90 damage, although you will rarely want to use it. What's so great about it, then? Well, take a card that was tormenting everyone around the time of the 2002 World Championship, and add to it another 60 HP. The result is pretty impressive. A double weakness does set it back a little, though. It maintains the lightning weakness it used to have and now has a grass weakness, as well. Providing you have prepared in advance for the possibilities of meeting either of those kind of decks, Kingdra ex could do really well when played with cards such as *Expedition*'s **Pokémon Nurse**.

Next up is **Rayqueza ex**. As a basic Pokémon, its 100 HP is intimidating. It's weak to colorless, like many of the powerful Pokémon in the *Dragon* set, and this will inevitably see people starting to metagame, putting the odd **Crystal Shard** into their decks. It does, however, have two separate resistances, to fighting and water types — the latter could be especially useful. Dragon Burst is a solid attack and threatens to do 80 damage on the second turn, without all the hassle you have to go through when playing **Mewtwo ex**.

Dragonite ex, although maybe an unlikely choice for some, is worth a glance. Its first attack, Dragon Wave, is similar to Rayqueza ex's Dragon Burst attack. Although that only does 70 damage, Giant Tail does 120 damage for four colorless energy, providing you win a coin flip. These attacks may not be amazing individually, but coupled with the fantastic Call For Power Poképower, Dragonite ex is a threat to your opponent any time it's in play. One turn, it could have no energy cards attached and be sitting idle on the bench. The next turn, it could be attacking for an insane 120 damage.

Magcargo ex is pretty self-explanatory. It has the same attack as the ever-so-popular **Magcargo** from *Neo Revelation*, but needs one less **Fire Energy**. It's also been given an additional 20 HP to play with. Although **Entei** is now gone from Modified, there are still possibilities for Magcargo ex, namely, **Blaziken** from *Ruby & Sapphire*. If you can build up one or two on the bench, Magcargo ex can go on a rampage in the active slot, dealing as much damage as opposing Pokémon have HP, if need be.

One thing all the ex Pokémon share is their one inbuilt disadvantage: allowing your opponent two prizes instead of one if they're knocked out. This is something you just have to live with when deciding to play them.

As for regular Pokémon (with reasonable amounts of HP), there aren't too many which are outstanding.

Salamence isn't bad, with 120 HP and a double resistance, to fire and fighting. This is the first Pokémon set with fire-type resistances, and this could be very handy, with the rise in popularity of decks involving cards like Blaziken, and soon, Magcargo ex. It does an average 60 damage for four energy, but has a Poképower which is variably good, depending on the time of game. If you can get this out before your opponent has had the chance to set up properly, as will quite often be the case in this Modified Format, then you can simply roll past everything, before you're threatened. If the game is at a stage where your opponent has a choice of **Gardevoir** or **Gardevoir ex**, then it isn't too useful.

Flygon is a solid Stage 2 card. For two energy cards, Energy Shower allows you to attach basic energy cards from your hand to your Pokémon in any way you like. If you can get this out on your second turn (using **Rare Candy**), then you can use that power, preparing for a Rainbow Burn for lots of damage on your next turn. The hassle with this is getting the different types of energy cards in your hand to start with, although **Lady Outing** from *Ruby & Sapphire* can help with this.

Finally, the rare version or **Magneton** is worth a look. Magnetic Force is a powerful attack, providing, of course, that you have lots of energy cards attached to your Pokémon. There are many ways to go about this in today's environment, some more effective than others. These are mostly cards such as Gardevoir, which let you break the one-energy-per-turn rule in some way. The key is to protect the energy once you have it on the table by using strong healing cards or cards that allow you to move the energy from one Pokémon to another.

In the trainers section, we see the return of **Balloon Berry**, a card which was popular for a few months, before **Switch** was re-released. It won't be of too much use now, though. Two trainers that will see play, however, are **TV Reporter** and **Mr. Britney's Compassion**.

TV Reporter allows you to draw three cards, then discard one. This is reasonable, although it still doesn't solve the problem of having no decent card-drawing trainers that aren't supporter cards. We need **Bill!**

Mr. Britney's Compassion is a supporter card that allows you to "scoop up" one of your Pokémon in play and all cards attached to it. This is good, and it doesn't require a coin flip, as **Super Scoop Up** did. I'm glad it can't be used on ex Pokémon. The other four trainer cards are all situational, and are nothing special.

All in all, *Dragon* is a very exciting set, with some cards that will be sought after for play use, and others for their superb artwork. With this combination, it can't go far wrong. Nintendo's question for you this Christmas is, "Will you fly with the dragons?"

CONTEST:

POKÉMON HUNT

Pokémon TRADING CARD GAME

Can you find the Pokémon in the letter grid at right?

Start at the letter **D** in the upper-left corner, and move to the **E** or **R** next to it. From there, move to an adjacent letter (left, right, up, or down, but not diagonally) until you've spelled out the name of a Pokémon.

Once you've done that, move to a letter adjacent to the last one you used to start spelling out the name of a new Pokémon. Continue in this fashion until you've found the names of four Pokémon. You should end on the **N** in the lower-right corner.

A few things to keep in mind:

- All Pokémon in the puzzle can be found in the *Dragon* expansion.
- No ex Pokémon are included
- You can revisit a letter more than once, in the name of a single Pokémon (such as Mag**n**eto**n**) or in names of different Pokémon. However, you may not stop on a letter and "double up" (as you would if you were trying to spell Hound**oo**m).

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Magic The Gathering

HAPPY NEW YEAR!

METAGAME

by Bennie Smith

Bannings change the face of Extended for 2004

Rarely has a Pro Tour Qualifier format been so radically mutilated. Up until Dec. 31, Extended was a blazingly fast, combo-fueled format reminiscent of the fabled "Combo Winter" from the days of Urza Block. Flipping the coin to see who goes first was the early fame, turn one was the midgame, and turns two and three the late game. You won fast or you lost.

Then the DCI's changes to the Banned List took effect at the stroke of midnight, New Year's Day. Added to the list were **Ancient Tomb**, **Goblin Recruiter**, **Grim Monolith**, **Hermit Druid**, **Oath of Druids**, and **Tinker**. Sanity has been restored. You can actually play against your opponent again.

But what deck should you play in this brand-new Extended format? Just about all the top decks from the fall's Extended Pro Tour are now unviable without those banned cards. *Scrye* is going to take a look at some decks that are likely to roll with the changes and come out on top.

PSYCHATOG

Tomohiro Yokosuka

2x Psychatog (OD)
4x Accumulated Knowledge (NE)
2x Boomerang (8E)
2x Brainstorm (MM)
4x Chrome Mox (MD)
4x Counterspell (8E)
3x Cunning Wish (JU)
3x Fact or Fiction (IN)
4x Fire/Ice (AP)
2x Intuition (TE)
4x Isochron Scepter (MD)
4x Mana Leak (8E)
1x Bloodstained Mire (ON)
1x Darkwater Catacombs (OD)
8x Island
1x Mountain
4x Polluted Delta (ON)
4x Shivan Reef (AP)
1x Sulfurous Springs (7E)
1x Swamp
1x Underground River (7E)
SIDEBOARD
1x Corpse Dance (TE)
1x Diabolic Edict (TE)
3x Duress (7E)
3x Engineered Plague (7E)
1x Fact or Fiction (IN)
1x Orim's Chant (PS)
2x Rack and Ruin (UL)
1x Shattering Pulse (EX)
1x Stifle (SC)
1x Tsabo's Decree (IN)

Psychatog

Like a virulent new infection, **Psychatog** was unleashed in *Odyssey* and has gone on to infest every single *Magic* format. Even in the hyper-fast pre-banning Extended environment, Psychatog could hang with the big boys, thanks to *Mirrodin*'s **Chrome Mox** and **Isochron Scepter**.

Tomohiro Yokosuka placed in the top eight at Pro Tour New Orleans, and his deck loses nothing to the bannings. The sideboard demonstrates this **Cunning Wish** toolbox approach, but keep in mind that, in the new Extended, you probably won't need the artifact hate, such as **Rack and Ruin**.

Strengths: Psychatog enjoys the blend of counterspells and card-drawing that control players find intoxicating. While having the wrong answer to your opponent's cards can be lethal for you, nothing beats the card-drawing and searching capability of the 'tog. **Fact or Fiction**, Cunning Wish, **Intuition**, **Brainstorm**, and **Accumulated Knowledge** guarantee a hand chock-full of answers. There are plenty of great instants to be imprinted on Isochron Scepter, with **Fire/Ice** being the most flexible. Once control has been seized in an iron grip, the eponymous Psychatog comes down to end the game in short order. This is the premier control deck of the environment.

Weaknesses: The main problem Psychatog decks can run into is having too many card-drawing spells and not enough "business" spells, especially in the face of cheap hand disruption like **Duress** or **Cabal Therapy**. Another problem can be decks that gain too much life, since the graveyard- and hand-eating Psychatog can only realistically deal roughly up to 30 points of damage in one fell swoop.

The Rock

The Rock has gone through numerous incarnations and does not even run the card after which it was named (**Phyrexian Plaguelord** was the original "Rock"), but the color combination of green and black offers a flexible blend of utility, disruption, and beatdown that makes this a great choice for the rough-and-tumble Pro Tour Qualifier environment. Again,

THE ROCK

Jeroen Remie

4x Birds of Paradise (8E)
1x Genesis (JU)
2x Llanowar Elves (7E)
4x Ravenous Baloth (ON)
2x Uktabi Orangutan (6E)
1x Viridian Shaman (MD)
2x Wall of Blossoms (SH)
4x Yavimaya Elder (UD)
4x Cabal Therapy (JU)
4x Duress (7E)
4x Pernicious Deed (AP)
2x Smother (ON)
2x Vampiric Tutor (6E)
9x Forest
4x Llanowar Wastes (AP)
7x Swamp
4x Treetop Village (UL)
SIDEBOARD
4x Engineered Plague (7E)
1x Faceless Butcher (TO)
4x Naturalize (8E)
3x Phyrexian Negator (UD)
2x Smother (ON)
1x Stronghold Taskmaster (SH)

Jeroen Remie's 55th-place New Orleans deck probably has more artifact kill than you will likely need in the new format.

Strengths: The Rock's main strength is a trifecta of cheap black spells: Duress and Cabal Therapy, to offer stellar hand disruption, and **Vampiric Tutor**, to fetch the right card for the right time. These allow green's slower, but more powerful or utilitarian, spells to impact the game. **Yavimaya Elder** provides impressive card advantage, **Ravenous Baloth** gives a large beatdown body that can gain life in a pinch, and **Viridian Shaman** takes out artifacts efficiently. All can be reused with the power of **Genesis**. **Pernicious Deed** is the deck's MVP, giving you an all-purpose way to handle just about anything that hits the board.

Weaknesses: The Rock can be very slow to win, and this allows opponents with more explosive decks to get the advantage. The mana base can also be tricky, especially if you don't draw an early **Birds of Paradise** or Elder. Still, the deck's flexibility can overcome these issues.

Blue/Green Madness

Just when you thought it was safe to dive back into the card pool, Blue/Green Madness strikes again! With the exception of the acceleration provided by Chrome Mox and the synergistic Intuition, the deck remains pretty much unchanged from its Type 2 heyday. Though the deck performed miserably in this last Pro Tour, most everyone agrees that, in a slower environment, Blue/Green Madness can perform well.

Strengths: The madness mechanic is incredibly powerful, turning cards that were "balanced" with discard effects into card-advantage engines. Featuring the best weenie creature ever printed, **Wild Mongrel**, instant speed creatures **Basking Rootwalla** and **Arrogant Wurm**, solid card-drawing, and the ability to counter critical spells, Blue/Green Madness is arguably the best aggro-control deck in the history of the game.

Weaknesses: Probably the biggest weakness of this deck is the fact that everybody knows how this deck runs. There are only a limited number of cards that synergize well with the madness mechanic this deck is built upon, so as soon as you play Wild Mongrel, your opponent will know what he faces and what he needs to do to beat you.

As the Extended format changes, these are the decks you will likely see at your Pro Tour Qualifiers. Whether you learn them to wield or to beat, get to know them well.

BLUE/GREEN MADNESS

4x Aquamoeba (TO)
4x Arrogant Wurm (TO)
4x Basking Rootwalla (TO)
3x Merfolk Looter (7E)
4x Wild Mongrel (OD)
1x Wonder (JU)
4x Careful Study (OD)
4x Chrome Mox (MD)
4x Circular Logic (TO)
2x Deep Analysis (TO)
2x Intuition (TE)
3x Naturalize (8E)
2x Roar of the Wurm (OD)
1x Rushing River (PS)
7x Forest
7x Island
4x Yavimaya Coast (AP)
SIDEBOARD
4x Annul (MD)
4x Chill (6E)
1x Naturalize (8E)
2x Uktabi Orangutan (6E)
1x Upheaval (OD)
1x Viridian Shaman (MD)
2x Waterfront Bouncer (MM)

States showed us that affinity decks are as diverse in Type 2 as they are popular. Almost all of the decks used **Broodstar** as their big win condition, but a lot simply overran opponents with zero-cost **Frogmites** and **Myr Enforcers** backed up by a ton of card-drawing.

The blue/black build offered here is heavy on rares and uncommons, but a number of the cards can be found in the *Mirrodin* theme decks, so you shouldn't have to chase many cards. **Glimmervoid**, **Polluted Delta**, or **City of Brass** can replace **Chrome Mox** if you can't find (or afford) multiple copies.

The best affinity build remains an open question, but some cards everyone can agree on. Broodstar, Frogmite, and Myr Enforcer were ubiquitous choices, with **Somber Hoverguard** sitting on the bench or relegated to proxy fodder. **Lightning Greaves** saw play in a great many decks, and not just affinity decks; the ability to drop a bomb and attack or activate it on the same turn is now a colorless ability, and making the bomb untargetable can spell the end of the game. **Temporal Fissure** is one of those cards that you want to see in a game, but only once, and preferably with a lot of low- and no-cost cards in hand. While it's no **Upheaval**, the storm mechanic can create quite a shift in board position. **Tendrils of Agony** can do the same for life totals.

There are only six counters and three kill spells in the deck, to make room for some card-drawing in the form of **Thirst for Knowledge**. Much like a Blue/Green Madness deck, your hand can empty fairly quickly, even on the first turn of the game. The affinity card-drawer **Thoughtcast** doesn't dig quite as deep into the deck, and with **Betrayal of Flesh** available to bring creatures back from the graveyard, the discard cost of Thirst should be something you can work around.

Many affinity decks stretch into three colors (to make use of cards like **Shrapnel Blast** or **Leonin Abunas**) and add four more artifact lands. Once you've got the basics, you can tinker to your heart's content. It will be exciting to see what future releases bring to this mechanic, and the decks that bear its name.

MAGIC The Gathering

SCRYEDECK

by J-P Voillequé

COUNTERBROOD

3x Aether Spellbomb (MD)
4x Frogmite (MD)
4x Lightning Greaves (MD)
4x Myr Enforcer (MD)
3x Welding Jar (MD)
3x Broodstar (MD)
3x Assert Authority (MD)
3x Complicate (ON)
3x Betrayal of Flesh (MD)
3x Thirst for Knowledge (MD)
2x Temporal Fissure (SC)
2x Tendrils of Agony (SC)
4x Chrome Mox (MD)
4x Seat of the Synod (MD)
4x Vault of Whispers (MD)
8x Island
3x Swamp

Magic The Gathering

SCRYEDECK

TURN MULTIPLAYER TURNS UPSIDE DOWN WITH TIMESIFTER

by Anthony Alongi

One of the things that's most fun about casual play — especially multiplayer — is taking a world-class tournament deck and warping it beyond recognition.

Timesifter is one of the most far-reaching and interesting cards to come out of *Magic: The Gathering*. It may not seem like it at first (it's annoying to open in a booster draft, and it's too symmetrical to win tournaments), but considering what it changes, you have to look at it with a bit more respect.

What it upsets is turn order. In duels, this looks unimpressive, but in a seven-player "chaos" game, turn order means a great deal. Don't let the word "extra" fool you — as long as this is in play, it and it alone determines who will play from now on, and when. Unadorned, Timesifter changes turn order from a clockwise progression to random motion, which disrupts attack and defense schemes, mana availability, and card-drawing.

That's enough for many players. (Honestly, when I build a deck around this card for real, I'm just as likely to leave it at that, and not try for strategy.) But for those who see a card like Timesifter and want to get the most out of it, there are at least two paths.

The first path is what I call the **Psychic Battle** path. Psychic Battle has its own game-changing effect (and ironically, receives equal scorn from the tournament community and equal admiration from multiplayer enthusiasts). A well-tuned deck with that enchantment will use **Scroll Rack** or **Sylvan Library** to manipulate the top of the library and set up the Battle so its controller always wins control over targeting. It finishes with the massive creatures it draws to the top of the deck: **Rhox**, **Serra Avatar**, **Polar Kraken**, whatever. By all means, follow this path if you like — but today, I'm going down the goblin path.

At first glance, goblins may seem like a downright stupid way to go. They tend to have low casting costs, which works against any chance you're giving yourself to get extra turns from Timesifter. But goblins can be pretty expensive, if you put your mind to it; and they have one weapon that made immediate waves upon its release this past autumn: **Goblin Charbelcher**.

GOBLIN RECRUITER

A BELCH IN TIME

4x Goblin Recruiter (VI)
4x Goblin Matron (US)
4x Goblin Ringleader (AP)
2x Goblin Pyromancer (ON)
2x Goblin Assassin (LGI)
1x Goblin Machinist (ON)
1x Skirk Fire Marshall (ON)
1x Siege-Gang Commander (SC)
1x Goblin Marshall (UD)
3x Timesifter (MD)
4x Goblin Charbelcher (MD)
3x Mortuary (ST)
2x Mana Flare (5E)
4x Talisman of Indulgence (MD)
4x Badlands (RV)
20x Mountain

At Extended tournaments, Goblin Charbelcher decks annoyed many players with quick kills. Quick-kill decks don't translate well to chaos play — unless we really wreck 'em. Sounds like fun!

We'll start with **Goblin Recruiter** (yes, I know he's been banned in Extended, but this isn't Extended), who can stack your library with up to 19 other goblins. The **Goblin Matron** will help us find that Recruiter, or one of several other tricks. Of course, once you smack someone for 20 points, you still have other opponents to face. What to do?

I'd recommend getting some of those goblins into play. **Goblin Ringleader** is our primary device here. It will help the flow of "boutique" goblins: Pyromancer, Assassin, Machinist, and Marshall, as well as **Skirk Fire Marshall** and **Siege-Gang Commander**.

A lot of these creatures die or kill other goblins, which isn't an error in design. To make Charbelcher reusable, we need to get those goblin cards back on top of your library, and we can't count on a Recruiter every time. So we'll add **Mortuary**, another "useless" (read: cheap) rare, to the deck. That way, when goblins die, they go right back to the top of your library. And Timesifter pulls off the top of the library, and so on it goes. So Timesifter becomes an aid to a "traditional" Charbelcher deck, but look at what we had to do to get there. That's good fun!

We now come to the truth-in-advertising portion of our program: *This is a stunt deck.* Like many stunt decks, it's based on a combo that requires at least four pieces: Charbelcher, Mortuary, Timesifter, and Goblin Recruiter — and quite a bit of time. It's not going to win every game; in fact, it will lose more often than it wins. But it will take out one or two other players, and it will show some nice heat without getting every piece in place. Charbelcher and Recruiter are perfectly good cards on their own.

The mana curve is horrific, stuck between four and six mana. **Talisman of Indulgence** and **Mana Flare** may help.

In the final analysis, you may want to modify this deck and play it in a team environment, rather than in chaos. If you're facing down lots of enchantments (or lots of enchantment and artifact removal), then you're going to need help. **Goblin Replica** and **Void** are options, if you must go solo.

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MAGIC The Gathering SCRYEDECK

by Abe Sargent

Mirrodin has arrived, making a tremendous impact. Casual groups and Pro Tour players alike are moving towards a new way of thinking, with artifacts taking center stage. Whether the impact of *Mirrodin* cards in your own decks is small or grand, almost everybody is seeing the game a bit differently.

The combo potential of *Mirrodin* is tremendous, and everybody loves going off at least once or twice with a big combo. For best effect, make your combo a multiplayer combo. That way, more people get to see how cool your deck is. It also gives you an extra few turns to set up, which is good for more intricate combos.

This isn't some theoretical decklist that's difficult to build in reality because of expensive cards. Instead, we've got a cheap combo multiplayer deck for the masses!

As mentioned, this deck is built with a lot of combos in it, centered on the **Myr Incubator** or **Snake Basket**. The ultimate goal of the deck is to get out a bunch of creatures through either method, then use them for various effects. To get at the deck's combos, we have **Fabricate** and **Thirst for Knowledge**. For defense, you can use **Icy Manipulator** or maybe **Rocket Launcher** to kill off some creatures.

Say, for example, that you have a Myr Incubator, a **Thran Dynamo**, a **Dross Scorpion**, and an **Ashnod's Altar**. Pop the Incubator for 20 Myr, then sacrifice one to the Altar, getting two mana each time and untapping the Dynamo with the Scorpion's ability. Tap the Dynamo, making three more mana, then sacrifice another until you're finished. By the time you're done, you'll have 100 mana. With a Snake Basket, that's 100 1/1 Cobra tokens! It can also be 50 damage from a Rocket Launcher.

Relic Bind and **March of the Machines** both give you alternate paths to victory using various combos. Ultimately, it's up to the user to try and find all the combos in this deck. It also has a lot of room for improvement. Feel free to tinker with the deck as you see fit. And enjoy the looks on your opponents' faces!

A WORK OF ARTIFACTS

4x Dross Scorpion (MD)
4x Myr Incubator (MD)
2x Snake Basket (6E)
3x Ashnod's Altar (6E)
1x Relic Bind (4E)
4x Icy Manipulator (8E)
4x Fabricate (MD)
4x Thirst for Knowledge (MD)
4x Thran Dynamo (UD)
2x Goblin Bombardment (TE)
2x Rocket Launcher (RV)
2x March of the Machines (MD)
4x Shivan Reef (AP)
4x Seat of the Synod (MD)
4x Great Furnace (MD)
4x Mountain
8x Island

MAGIC The Gathering SCRYEDECK

by Dave Meddish

Ensnaring Bridge is one of the best control cards ever printed. But the card is at odds with one of the primary tenets of control decks: the more cards in hand, the better. The Bridge doesn't work with a large hand, so decks have to succeed with empty-hand strategies and recursive damage.

The earliest versions used **Hammer of Bogardan** to create a slow but inevitable lock, christened "Burning Bridges." Mono-black decks using **Cabal Archon**, **Rotlung Reanimator**, and **Oversold Cemetery** — "Rotting Bridges" — have also seen some success. Now, *Mirrodin* adds a new weapon that slides neatly into the empty-hand Bridge deck: **Goblin Charbelcher**. "Belching Bridges" may not be the most eloquent sobriquet, but it fits.

Goblin Charbelcher provides an efficient engine for sending burn at a creature or an opponent, and, being an artifact, gets around that pesky **Circle of Protection: Red**. It's also not as mana-intensive as Hammer of Bogardan and doesn't require a full graveyard like Oversold Cemetery.

You need to empty your hand quickly; hence, the deck is filled with cheap, efficient burn spells that deal with potential threats and get you under the Bridge's protection in a hurry. **Shock**, **Volcanic Hammer**, **Shrapnel Blast**, and **Pyrite Spellbomb** are easy choices. There are more than 20 artifacts in the main deck, including four copies of the artifact land **Great Furnace**, so Shrapnel Blast will never be a dead card, and five damage at instant speed is nothing to scoff at.

The deck is almost creatureless, but there's room for **Iron Myr**, which is certainly not there for beatdown, but rather for mana acceleration. It can also double as a blocker in a pinch or serve as fodder for Shrapnel Blast.

Rounding out the deck is **Trash for Treasure**, which will allow you to recover a Bridge or Charbelcher from the graveyard, Hammer of Bogardan to provide an alternate win mechanism, and **Scrabbling Claws** to deal with graveyard recursion, especially **Eternal Dragon**.

In the sideboard, **Shatter** and **Demolish** handle opposing artifacts, which will no doubt run rampant in this post-*Mirrodin* environment; **Molten Rain** and **Stone Rain** slow down other mana-hungry control decks; and **Starstorm** provides additional defense against those pesky goblins.

Ensnaring Bridge-based decks have been successful in the past, and I don't see any reason why they won't continue to be competitive in the new Standard.

BELCHING BRIDGES

4x Shock (8E)
4x Pyrite Spellbomb (MD)
2x Scrabbling Claws (MD)
4x Iron Myr (MD)
4x Volcanic Hammer (8E)
4x Shrapnel Blast (MD)
3x Hammer of Bogardan (8E)
3x Trash for Treasure (MD)
4x Ensnaring Bridge (8E)
4x Goblin Charbelcher (MD)
4x Great Furnace (MD)
20x Mountain
SIDEBOARD
4x Shatter (MD)
1x Demolish (8E)
4x Molten Rain (MD)
3x Stone Rain (8E)
3x Starstorm (ON)

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MAGIC The Gathering

TYPE 2 PLAYER'S GUIDE

8th Edition
Onslaught
Legions
Scourge
Mirrodin

Artifact

Æther Spellbomb C MD
1, Art. U, Sacrifice Æther Spellbomb: Return target creature to its owner's hand. 1, Sacrifice Æther Spellbomb: Draw a card.

Aladdin's Ring R R-8/AN
8, Art. 8, TAP: Aladdin's Ring deals 4 damage to target creature or player.

Alpha Myr C MD
2, ArtCr Myr, 2/1.

Altar of Shadows R MD
7, Art. At the beginning of your precombat main phase, add B to your mana pool for each charge counter on Altar of Shadows. 7, TAP: Destroy target creature. Then put a charge counter on Altar of Shadows.

Ark of Blight U SC
2, Art. 3, TAP, Sacrifice Ark of Blight: Destroy target land.

Banshee's Blade U MD
2, Art Equipment. Equipped creature gets +1/+1 for each charge counter on Banshee's Blade. Whenever equipped creature deals combat damage, put a charge counter on this card. Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Beast of Burden R 7/8/UL
6, ArtCr, */*. Beast of Burden's power and toughness are each equal to the number of creatures in play.

Blinkmoth Urn R MD
5, Art. At the beginning of each player's precombat main phase, if Blinkmoth Urn is untapped, that player adds 1 to his or her mana pool for each artifact he or she controls.

Bonesplitter C MD
1, Art Equipment. Equipped creature gets +2/+0. Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Bosh, Iron Golem R MD
8, ArtCr Golem Legend, 6/7. Trample 3R, Sacrifice an artifact: Bosh, Iron Golem deals damage equal to the sacrificed artifact's converted mana cost to target creature or player.

Bottle Gnomes U TM/MD
3, ArtCr Gnome, 1/3. Sacrifice Bottle Gnomes: You gain 3 life.

Brass Herald R 8/AP
6, ArtCr Golem, 2/2. As Brass Herald comes into play, choose a creature type. When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library in any order. Creatures of the chosen type get +1/+1.

Cathodion U US/MD
3, ArtCr, 3/3. When Cathodion is put into a graveyard from play, add 3 to your mana pool.

Chalice of the Void R MD
XX, Art. Chalice of the Void comes into play with X charge counters on it. Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

Chromatic Sphere C IN/MD
1, Art. 1, TAP, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Chrome Mox R MD
0, Art. Imprint - When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. (The removed card is imprinted on this artifact.) TAP: Add one mana of any of the imprinted card's colors to your mana pool.

Clockwork Beetle C MD
1, ArtCr Insect, 0/0. Clockwork Beetle comes into play with two +1/+1 counters on it. Whenever Clockwork Beetle attacks or blocks, remove a +1/+1 counter from it at end of combat.

Clockwork Condor C MD
4, ArtCr Bird, 0/0. Flying Clockwork Condor comes into play with three +1/+1 counters on it. Whenever Clockwork Condor attacks or blocks, remove a +1/+1 counter from it at end of combat.

Clockwork Dragon R MD
7, ArtCr Dragon, 0/0. Flying Clockwork Dragon comes into play with six +1/+1 counters on it. Whenever Clockwork Dragon attacks or blocks, remove a +1/+1 counter from it at end of combat. 3: Put a +1/+1 counter on Clockwork Dragon.

Clockwork Vorrac U MD
5, ArtCr Beast, 0/0. Trample Clockwork Vorrac comes into play with four +1/+1 counters on it. Whenever Clockwork Vorrac attacks or blocks, remove a +1/+1 counter from it at end of combat. TAP: Put a +1/+1 counter on Clockwork Vorrac.

Coat of Arms R 7/8/EX
5, Art. Each creature gets +1/+1 for each other creature in play that shares a creature type with it.

Cobalt Golem C MD
4, ArtCr Golem, 2/3. 1U: Cobalt Golem gains flying until end of turn.

Copper Myr C MD
2, ArtCr Myr, 1/1. TAP: Add G to your mana pool.

Cryptic Gateway R ON
5, Art. Tap two untapped creatures you control: You may put a creature card from your hand into play that shares a creature type with each creature tapped this way.

Crystal Rod U A-8
1, Art. Whenever a player plays a blue spell, you may pay 1. If you do, you gain 1 life.

Crystal Shard U MD
3, Art. 3, TAP or U, TAP: Return target creature to its owner's hand unless its controller pays 1.

Culling Scales R MD
3, Art. At the beginning of your upkeep, destroy target nonland permanent with the lowest converted mana cost among nonland permanents in play. (If two or more permanents are tied for lowest cost, target any one of them.)

Damping Matrix R MD
3, Art. Activated abilities of artifacts and creatures can't be played unless they're mana abilities.

Dead-iron Sledge U MD
1, Art Equipment. Whenever equipped creature blocks or becomes blocked by a creature, destroy that creature and equipped creature. Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Defense Grid R 8/UL
2, Art. During each player's turn, each other player's spells cost 3 more to play.

Dingus Egg R A-8
4, Art. Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Disrupting Scepter R A-8
3, Art. 3, TAP: Target player discards a card from his or her hand. Play this ability only during your turn.

Distorting Lens R 8/MM
2, Art. TAP: Target permanent becomes the color of your choice until end of turn.

Doom Cannon R ON
6, Art. As Doom Cannon comes into play, choose a creature type. 3, TAP, Sacrifice a creature of the chosen type: Doom Cannon deals 3 damage to target creature or player.

Dragon Blood U US/MD
3, Art. 3, TAP: Put a +1/+1 counter on target creature.

Dream Chisel R ON
2, Art. Face-down creature spells you play cost 1 less to play.

Dross Scorpion C MD
4, ArtCr, 3/1. Whenever Dross Scorpion or another artifact creature is put into a graveyard from play, you may untap target artifact.

Duplicant R MD
6, ArtCr Shapeshifter, 2/4. Imprint - When Duplicant comes into play, you may remove target nontoken creature from the game. (The removed card is imprinted on this artifact.) As long as a creature card is imprinted on Duplicant, Duplicant has that card's power, toughness, and creature types. It's still a Shapeshifter.

Duskworker U MD
4, ArtCr, 2/2. Whenever Duskworker becomes blocked, regenerate it. 3: Duskworker gets +1/+0 until end of turn.

Elf Replica C MD
3, ArtCr Elf, 2/2. 1G, Sacrifice Elf Replica: Destroy target enchantment.

Empyrial Plate R MD
2, Art Equipment. Equipped creature gets +1/+1 for each card in your hand. Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Ensnaring Bridge R 7/8/ST
3, Art. Creatures with power greater than the number of cards in your hand can't attack.

Extraplanar Lens R MD
3, Art. Imprint - When Extraplanar Lens comes into play, you may remove target land you control from the game. (The removed card is imprinted on this artifact.) Whenever a land with the same name as the imprinted card is tapped for mana, its controller adds one mana to his or her mana pool of any type that land produced.

Farsight Mask U MD
5, Art. Whenever a source an opponent controls deals damage to you, if Farsight Mask is untapped, you may draw a card.

Fireshrieker U MD
3, Art Equipment. Equipped creature has double strike. (It deals both first-strike and regular combat damage.) Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Flying Carpet R R-8/AN
4, Art. 2, TAP: Target creature gains flying until end of turn.

Fodder Cannon U 8/UD
4, Art. 4, TAP, Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.

Frogmite C MD
4, ArtCr, 2/2. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Galvanic Key C MD
2, Art. You may play Galvanic Key any time you could play an instant. 3, TAP: Untap target artifact.

Gate to the Æther R MD
6, Art. At the beginning of each player's upkeep, that player reveals the top card of his or her library. If it's an artifact, creature, enchantment, or land card, the player may put it into play.

Gilded Lotus R MD
5, Art. TAP: Add three mana of any one color to your mana pool.

Goblin Charbelcher R MD
4, Art. 3, TAP: Reveal cards from the top of your library until you reveal a land card. Goblin Charbelcher deals damage equal to the number of nonland cards revealed this way to target creature or player. If the revealed land card was a Mountain, Goblin Charbelcher deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

Goblin Dirigible U MD
6, ArtCr, 4/4. Flying Goblin Dirigible doesn't untap during your untap step. At the beginning of your upkeep, you may pay 4. If you do, untap Goblin Dirigible.

Goblin Replica C MD
3, ArtCr Goblin, 2/2. 3R, Sacrifice Goblin Replica: Destroy target artifact.

Goblin War Wagon C MD
4, ArtCr, 3/3. Goblin War Wagon doesn't untap during your untap step. At the beginning of your upkeep, you may pay 2. If you do, untap Goblin War Wagon.

Gold Myr C MD
2, ArtCr Myr, 1/1. TAP: Add W to your mana pool.

Golem-Skin Gauntlets U MD
1, Art Equipment. Equipped creature gets +1/+0 for each Equipment attached to it. Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Granite Shard U MD
3, Art. 3, TAP or R, TAP: Granite Shard deals 1 damage to target creature or player.

Grid Monitor R MD
4, ArtCr, 4/6. You can't play creature spells.

Heartwood Shard U MD
3, Art. 3, TAP or G, TAP: Target creature gains trample until end of turn.

Hematite Golem C MD
4, ArtCr Golem, 1/4. 1R: Hematite Golem gets +2/+0 until end of turn.

Howling Mine R A-8
2, Art. At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Icy Manipulator U A-U/IA/MD
4, Art. 1, TAP: Tap target artifact, creature, or land.

Iron Myr C MD
2, ArtCr Myr, 1/1. TAP: Add R to your mana pool.

Iron Star U A-8
1, Art. Whenever a player plays a red spell, you may pay 1. If you do, you gain 1 life.

Isochron Scepter U MD
2, Art. Imprint - When Isochron Scepter comes into play, you may remove an instant card with converted mana cost 2 or less in your hand from the game. (The removed card is imprinted on this artifact.) 2, TAP: You may copy the imprinted instant card and play the copy without paying its mana cost.

Ivory Cup U A-8
1, Art. Whenever a player plays a white spell, you may pay 1. If you do, you gain 1 life.

Jayemdae Tome R A-8
4, Art. 4, TAP: Draw a card.

Jinxed Choker R MD
3, Art. At the end of your turn, target opponent gains control of Jinxed Choker and puts a charge counter on it. At the beginning of your upkeep, Jinxed Choker deals damage to you equal to the number of charge counters on it. 3: Put a charge counter on Jinxed Choker or remove one from it.

Krark's Thumb R MD
2, Leg Art. If you would flip a coin, instead flip two coins and ignore one.

Leaden Myr C MD
2, ArtCr Myr, 1/1. TAP: Add B to your mana pool.

Leonin Bladetrap U MD
3, Art. You may play Leonin Bladetrap any time you could play an instant. 2, Sacrifice Leonin Bladetrap: Leonin Bladetrap deals 2 damage to each attacking creature without flying.

Leonin Scimitar C MD
1, Art Equipment. Equipped creature gets +1/+1. Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Leonin Sun Standard R MD
2, Art. 1W: Creatures you control get +1/+1 until end of turn.

Leveler R MD
5, ArtCr, 10/10. When Leveler comes into play, remove your library from the game.

Liar's Pendulum R MD
1, Art. 2, TAP: Name a card. Target opponent guesses whether a card with that name is in your hand. You may reveal your hand. If you do and your opponent guessed wrong, draw a card.

Lifespark Spellbomb C MD
1, Art. G, Sacrifice Lifespark Spellbomb: Until end of turn, target land becomes a 3/3 creature that's still a land. 1, Sacrifice Lifespark Spellbomb: Draw a card.

Lightning Coils R MD
3, Art. Whenever a nontoken creature you control is put into a graveyard from play, put a charge counter on Lightning Coils. At the beginning of your upkeep, if Lightning Coils has five or more charge counters on it, remove all of them from it and put that many 3/1 red Elemental creature tokens with haste into play. Remove them from the game at end of turn.

Lightning Greaves U MD
2, Art Equipment. Equipped creature has haste and can't be the target of spells or abilities. Equip 0 (0: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Lodestone Myr R MD
4, ArtCr Myr, 2/2. Trample Tap an untapped artifact you control: Lodestone Myr gets +1/+1 until end of turn.

Loxodon Warhammer U MD
3, Art Equipment. Equipped creature gets +3/+0, has trample, and has "Whenever this creature deals damage, you gain that much life." Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Malachite Golem C MD
6, ArtCr Golem, 5/3. 1G: Malachite Golem gains trample until end of turn.

Mask of Memory U MD
2, Art Equipment. Whenever equipped creature deals combat damage to a player, you may draw two cards. If you do, discard a card from your hand. Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Mesmeric Orb R MD
2, Art. Whenever a permanent becomes untapped, that permanent's controller puts the top card of his or her library into his or her graveyard.

Millstone R R-8/AQ
2, Art. 2, TAP: Target player puts the top two cards of his or her library into his or her graveyard.

Mind's Eye R MD
5, Art. Whenever an opponent draws a card, you may pay 1. If you do, draw a card.

Mindslaver R MD
6, Leg Art. 4, TAP, Sacrifice Mindslaver: You control target player's next turn. (You see all cards that player could see and make all decisions for the player. He or she doesn't lose life because of mana burn.)

Mindstorm Crown U MD
3, Art. At the beginning of your upkeep, draw a card if you had no cards in hand at the beginning of this turn. If you had a card in hand, Mindstorm Crown deals 1 damage to you.

Mirror Golem U MD
6, ArtCr Golem, 3/4. Imprint - When Mirror Golem comes into play, you may remove target card in a graveyard from the game. (The removed card is imprinted on this artifact.) Mirror Golem has protection from each of the imprinted card's card types. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)

Mourner's Shield U MD
4, Art. Imprint - When Mourner's Shield comes into play, you may remove target card in a graveyard from the game. (The removed card is imprinted on this artifact.) 2, TAP: Prevent all damage that would be dealt this turn by a source of your choice that

KEY

Set

4	4th Edition
5	**5th Edition**
6	6th (Classic) Edition
7	**7th Edition**
8	8th Edition
A	**Alpha**
AL	Alliances
AN	**Arabian Nights**
AP	Apocalypse
AQ	**Antiquities**
B	Beta
CH	**Chronicles**
DK	The Dark
EX	**Exodus**
FE	Fallen Empires
HL	**Homelands**
IA	Ice Age
IN	**Invasion**
JD	Judgment
LGD	**Legends**
LGN	Legions
MM	**Mercadian Masques**
MR	Mirage
MD	**Mirrodin**
NM	Nemesis
OD	**Odyssey**
ON	Onslaught
PL	**Planeshift**
PO	Portal
P2	**Portal: Second Age**
P3	Portal: Three Kingdoms
PR	**Prophecy**
R	Revised
SC	**Scourge**
ST	Stronghold
STR	**Starter**
TM	Tempest
TR	**Torment**
U	Unlimited
UD	**Urza's Destiny**
UG	Unglued
UL	**Urza's Legacy**
US	Urza's Saga
VS	**Visions**
WL	Weatherlight

Card Type

Art	Artifact
Cr	**Creature**
Ench	Enchantment
Ins	**Instant**
Sor	Sorcery
Leg	**Legendary**

Rarity

C	Common
U	**Uncommon**
R	Rare
pr	**Promo**

A number after the rarity denotes how many times the card appeared on the press sheet (*e.g.*, a U1 means the card appeared once on the uncommon sheet; U3 means the card appeared three times). A higher number means the card appeared more often and is thus less rare.

John Avon

shares a color with the imprinted card.

Myr Adapter C MD
3, ArtCr Myr, 1/1. Myr Adapter gets +1/+1 for each Equipment attached to it.

Myr Enforcer C MD
7, ArtCr Myr, 4/4. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Myr Incubator R MD
6, Art. 6, TAP, Sacrifice Myr Incubator: Search your library for any number of artifact cards, remove them from the game, then put that many 1/1 Myr artifact creature tokens into play. Then shuffle your library.

Myr Mindservant U MD
1, ArtCr Myr, 1/1. 2, TAP: Shuffle your library.

Myr Prototype U MD
5, ArtCr Myr, 2/2. At the beginning of your upkeep, put a +1/+1 counter on Myr Prototype. Myr Prototype can't attack or block unless you pay 1 for each +1/+1 counter on it. (This cost is paid as attackers or blockers are declared.)

Myr Retriever U MD
2, ArtCr Myr, 1/1. When Myr Retriever is put into a graveyard from play, return another target artifact card from your graveyard to your hand.

Necrogen Spellbomb C MD
1, Art. B, Sacrifice Necrogen Spellbomb: Target player discards a card from his or her hand. 1, Sacrifice Necrogen Spellbomb: Draw a card.

Needlebug U MD
4, ArtCr Insect, 2/2. Protection from artifacts You may play Needlebug any time you could play an instant.

Neurok Hoversail C MD
1, Art Equipment. Equipped creature has flying. Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Nightmare Lash R MD
4, Art Equipment. Equipped creature gets +1/+1 for each Swamp you control. Equip-Pay 3 life. (Pay 3 life: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Nim Replica C MD
3, ArtCr Zombie, 3/1. 2B, Sacrifice Nim Replica: Target creature gets -1/-1 until end of turn.

Nuisance Engine U MD
3, Art. 2, TAP: Put a 0/1 Pest artifact creature token into play.

Oblivion Stone R MD
3, Art. 4, TAP: Put a fate counter on target permanent. 5, TAP, Sacrifice Oblivion Stone: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

Omega Myr C MD
2, ArtCr Myr, 1/2.

Ornithopter U R-6/AQ/MD
0, ArtCr, 0/2. Flying

Patagia Golem U 6-8/MR
4, ArtCr Golem, 2/3. 3: Patagia Golem gains flying until end of turn.

Pearl Shard U MD
3, Art. 3, TAP or W, TAP: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Pentavus R MD
7, ArtCr, 0/0. Pentavus comes into play with five +1/+1 counters on it. 1, Remove a +1/+1 counter from Pentavus: Put a 1/1 Pentavite artifact creature token with flying into play. 1, Sacrifice a Pentavite: Put a +1/+1 counter on Pentavus.

Pewter Golem C MD
5, ArtCr Golem, 4/2. 1B: Regenerate Pewter Golem.

Phyrexian Colossus R 7/8/US
7, ArtCr, 8/8. Phyrexian Colossus doesn't untap during your untap step. Pay 8 life: Untap Phyrexian Colossus. Phyrexian Colossus can't be blocked except by three or more creatures.

Phyrexian Hulk U 7/8/TM
6, ArtCr, 5/4.

Planar Portal R 8/IN
6, Art. 6, TAP: Search your library for a card and put that card into your hand. Then shuffle your library.

Platinum Angel R MD
7, ArtCr Angel, 4/4. Flying You can't lose the game and your opponents can't win the game.

Power Conduit U MD
2, Art. TAP, Remove a counter from a permanent you control: Choose one - Put a charge counter on target artifact; or put a +1/+1 counter on target creature.

Proteus Machine U SC
3, ArtCr, 2/2. Morph 0. When Proteus Machine is turned face up, its type becomes the creature type of your choice.

Proteus Staff R MD
3, Art. 2U, TAP: Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Psychogenic Probe R MD
2, Art. Whenever a spell or ability causes a player to shuffle his or her library, Psychogenic Probe deals 2 damage to him or her.

Pyrite Spellbomb C MD
1, Art. R, Sacrifice Pyrite Spellbomb: Pyrite Spellbomb deals 2 damage to target creature or player. 1, Sacrifice Pyrite Spellbomb: Draw a card.

Quicksilver Fountain R MD
3, Art. At the beginning of each player's upkeep, that player puts a flood counter on target non-Island land he or she controls. That land is an Island as long as it has a flood counter on it. At end of turn, if all lands in play are Islands, remove all flood counters from them.

Riptide Replicator R ON
X4, Art. As Riptide Replicator comes into play, choose a color and a creature type. Riptide Replicator comes into play with X charge counters on it. 4, TAP: Put an X/X creature token of the chosen color and type into play, where X is the number of charge counters on Riptide Replicator.

Rod of Ruin U A-8
4, Art. 3, TAP: Rod of Ruin deals 1 damage to target creature or player.

Rust Elemental U MD
4, ArtCr Elemental, 4/4. Flying At the beginning of your upkeep, sacrifice an artifact other than Rust Elemental. If you can't, tap Rust Elemental and you lose 4 life.

Rustspore Ram U MD
4, ArtCr, 1/3. When Rustspore Ram comes into play, destroy target Equipment.

Scale of Chiss-Goria C MD
3, Art. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.) You may play Scale of Chiss-Goria any time you could play an instant. TAP: Target creature gets +0/+1 until end of turn.

Scrabbling Claws U MD
1, Art. TAP: Target player removes a card in his or her graveyard from the game. 1, Sacrifice Scrabbling Claws: Remove target card in a graveyard from the game. Draw a card.

Sculpting Steel R MD
3, Art. As Sculpting Steel comes into play, you may choose an artifact in play. If you do, Sculpting Steel comes into play as a copy of that artifact.

Scythe of the Wretched R MD
2, Art Equipment. Equipped creature gets +2/+2. Whenever a creature dealt damage by equipped creature this turn is put into a graveyard, return that card to play under your control. Attach Scythe of the Wretched to that creature. Equip 4

Serum Tank U MD
3, Art. Whenever Serum Tank or another artifact comes into play, put a charge counter on Serum Tank. 3, TAP, Remove a charge counter from Serum Tank: Draw a card.

Silver Myr C MD
2, ArtCr Myr, 1/1. TAP: Add U to your mana pool.

Skeleton Shard U MD
3, Art. 3, TAP or B, TAP: Return target artifact creature card from your graveyard to your hand.

Skull of Orm R 8/DK
3, Art. 5, TAP: Return target enchantment card from your graveyard to your hand.

Slagwurm Armor C MD
1, Art Equipment. Equipped creature gets +0/+6. Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Slate of Ancestry R ON
4, Art. 4, TAP, Discard your hand: Draw a card for each creature you control.

Soldier Replica C MD
3, ArtCr Soldier, 1/3. 1W, Sacrifice Soldier Replica: Soldier Replica deals 3 damage to target attacking or blocking creature.

Solemn Simulacrum R MD
4, ArtCr, 2/2. When Solemn Simulacrum comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library. When Solemn Simulacrum is put into a graveyard from play, you may draw a card.

Soul Foundry R MD
4, Art. Imprint - When Soul Foundry comes into play, you may remove a creature card in your hand from the game. (The removed card is imprinted on this artifact.) X, TAP: Put a creature token into play that's a copy of the imprinted creature card. X is the converted mana cost of that card.

Spellbook U 7/8/EX
0, Art. You have no maximum hand size.

Spellweaver Helix R MD
3, Art. Imprint - When Spellweaver Helix comes into play, you may remove two target sorcery cards in a single graveyard from the game. (The removed cards are imprinted on this artifact.) Whenever a card is played, if it has the same name as one of the imprinted sorcery cards, you may copy the other and play the copy without paying its mana cost.

Stabilizer R SC
2, Art. Players can't cycle cards.

Star Compass U 8/PS
2, Art. Star Compass comes into play tapped. TAP: Add to your mana pool one mana of any color a basic land you control could produce.

Steel Wall C MD
1, ArtCr Wall, 0/4. (Walls can't attack.)

Sun Droplet U MD
2, Art. Whenever you're dealt damage, put that many charge counters on Sun Droplet. At the beginning of each player's upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Sunbeam Spellbomb C MD
1, Art. W, Sacrifice Sunbeam Spellbomb: You gain 5 life. 1, Sacrifice Sunbeam Spellbomb: Draw a card.

Sword of Kaldra R MD
4, Leg Art Equipment. Equipped creature gets +5/+5. Whenever equipped creature deals damage to a creature, remove that creature from the game. Equip 4 (4: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Synod Sanctum U MD
1, Art. 2, TAP: Remove target permanent you control from the game. 2, Sacrifice Synod Sanctum: Return to play under your control all cards removed from the game with Synod Sanctum.

Talisman of Dominance U MD
2, Art. TAP: Add 1 to your mana pool. TAP: Add U or B to your mana pool. Talisman of Dominance deals 1 damage to you.

Talisman of Impulse U MD
2, Art. TAP: Add 1 to your mana pool. TAP: Add R or G to your mana pool. Talisman of Impulse deals 1 damage to you.

Talisman of Indulgence U MD
2, Art. TAP: Add 1 to your mana pool. TAP: Add B or R to your mana pool. Talisman of Indulgence deals 1 damage to you.

Talisman of Progress U MD
2, Art. TAP: Add 1 to your mana pool. TAP: Add W or U to your mana pool. Talisman of Progress deals 1 damage to you.

Talisman of Unity U MD
2, Art. TAP: Add 1 to your mana pool. TAP: Add G or W to your mana pool. Talisman of Unity deals 1 damage to you.

Tanglebloom C MD
1, Art. 1, TAP: You gain 1 life.

Tangleroot R MD
3, Art. Whenever a player plays a creature spell, that player adds G to his or her mana pool.

Teferi's Puzzle Box R 6-8/VS
4, Art. At the beginning of each player's draw step, that player puts the cards in his or her hand on the bottom of his or her library in any order, then draws that many cards.

Tel-Jilad Stylus U MD
1, Art. TAP: Put target permanent you own on the bottom of your library.

Thought Prison U MD
5, Art. Imprint - When Thought Prison comes into play, you may have target player reveal his or her hand. If you do, choose a nonland card from it and remove that card from the game. (The removed card is imprinted on this artifact.) Whenever a player plays a spell that shares a color or converted mana cost with the imprinted card, Thought Prison deals 2 damage to that player.

Throne of Bone U A-8
1, Art. Whenever a player plays a black spell, you may pay 1. If you do, you gain 1 life.

Timesifter R MD
5, Art. At the beginning of each player's upkeep, each player removes the top card of his or her library from the game. The player who removed the card with the highest converted mana cost takes an extra turn after this one. If two or more players' cards are tied for highest cost, the tied players repeat this process until the tie is broken.

Titanium Golem C MD
5, ArtCr Golem, 3/3. 1W: Titanium Golem gains first strike until end of turn.

Tooth of Chiss-Goria C MD
3, Art. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.) You may play Tooth of Chiss-Goria any time you could play an instant. TAP: Target creature gets +1/+0 until end of turn.

Tower of Champions R MD
4, Art. 8, TAP: Target creature gets +6/+6 until end of turn.

Tower of Eons R MD
4, Art. 8, TAP: You gain 10 life.

Tower of Fortunes R MD
4, Art. 8, TAP: Draw four cards.

Tower of Murmurs R MD
4, Art. 8, TAP: Target player puts the top eight cards of his or her library into his or her graveyard.

Tribal Golem R ON
6, ArtCr Golem, 4/4. Tribal Golem has trample as long as you control a Beast, haste as long as you control a Goblin, first strike as long as you control a Soldier, flying as long as you control a Wizard, and B: Regenerate Tribal Golem as long as you control a Zombie.

Triskelion R 4/AQ/MD
6, ArtCr, 1/1. Triskelion comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player.

Urza's Armor R 8/US
6, Art. If a source would deal damage to you, prevent 1 of that damage.

Vexing Arcanix R 8/IA
4, Art. 3, TAP: Target player names a card, then reveals the top card of his or her library. If it's the named card, the player puts it into his or her hand. Otherwise, the player puts it into his or her graveyard and Vexing Arcanix deals 2 damage to him or her.

Magic The Gathering

CURRENT AS OF JAN. 1, 2004
CARD SETS PERMITTED FOR M:TG TOURNAMENT PLAY
CHANGES MARKED IN RED

TYPE 1 (CLASSIC) SETS: Arabian Nights, Antiquities, Legends,The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, Judgment, Onslaught, Legions, Scourge, Mirrodin, promotional cards, and all basic sets (Alpha-8th Ed.)

TYPE 1 RESTRICTED: Ancestral Recall, Balance, Black Lotus, Black Vise, Braingeyser, Burning Wish, Channel, Chrome Mox, Crop Rotation, Demonic Consultation, Demonic Tutor, Doomsday, Dream Halls, Earthcraft, Enlightened Tutor, Entomb, Fact or Fiction, Fastbond, Fork, Frantic Search, Grim Monolith, Gush, Library of Alexandria, Lion's Eye Diamond, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mind's Desire, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Time Spiral, Time Walk, Timetwister, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 1 (CLASSIC) BANNED: Amulet of Quoz, Bronze Tablet, Chaos Orb, Contract from Below, Darkpact, Demonic Attorney, Falling Star, Jeweled Bird, Rebirth, Tempest Efreet, Timmerian Fiends

TYPE 1.5 (CLASSIC-RESTRICTED) SETS: Arabian Nights, Antiquities, Legends, The Dark, Fallen Empires, Ice Age, Homelands, Alliances, Mirage, Visions, Weatherlight, Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, Judgment, Onslaught, Legions, Scourge, Mirrodin, promotional cards, and all basic sets (Alpha-8th Ed.)

TYPE 1.5 BANNED: Amulet of Quoz, Ancestral Recall, Balance, Black Lotus, Black Vise, Braingeyser, Bronze Tablet, Burning Wish, Channel, Chaos Orb, Chrome Mox, Contract From Below, Crop Rotation, Darkpact, Demonic Attorney, Demonic Consulation, Demonic Tutor, Doomsday, Dream Halls, Earthcraft, Enlightened Tutor, Entomb, Fact or Fiction, Falling Star, Fastbond, Fork, Frantic Search, Grim Monolith, Gush, Jeweled Bird, Library of Alexandria, Lion's Eye Diamond, Lotus Petal, Mana Crypt, Mana Vault, Memory Jar, Mind Over Matter, Mind Twist, Mind's Desire, Mox Diamond, Mox Emerald, Mox Jet, Mox Pearl, Mox Ruby, Mox Sapphire, Mystical Tutor, Necropotence, Rebirth, Regrowth, Sol Ring, Strip Mine, Stroke of Genius, Tempest Efreet, Time Spiral, Time Walk, Timetwister, Timmerian Fiends, Tinker, Tolarian Academy, Vampiric Tutor, Voltaic Key, Wheel of Fortune, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

EXTENDED FORMAT (TYPE 1.X) SETS: 6th Ed., 7th Ed., 8th Ed., Tempest, Stronghold, Exodus, Urza's Saga, Urza's Legacy, Urza's Destiny, Mercadian Masques, Nemesis, Prophecy, Invasion, Planeshift, Apocalypse, Odyssey, Torment, Judgment, Onslaught, Legions, Scourge, Mirrodin

EXTENDED FORMAT BANNED: Ancient Tomb, Dark Ritual, Dream Halls, Earthcraft, Entomb, Frantic Search, Goblin Lackey, Goblin Recruiter, Grim Monolith, Hermit Druid, Lotus Petal, Memory Jar, Mind Over Matter, Oath of Druids, Replenish, Survival of the Fittest, Time Spiral, Tinker, Tolarian Academy, Windfall, Yawgmoth's Bargain, Yawgmoth's Will

TYPE 2 (STANDARD) SETS: 8th Ed., Onslaught, Legions, Scourge, Mirrodin

ICE AGE BLOCK (EXTENDED) SETS: Ice Age, Homelands, Alliances

ICE AGE BLOCK BANNED: Amulet of Quoz, Thawing Glaciers, Timmerian Fiends, Zuran Orb.

MIRAGE BLOCK SETS: Mirage, Visions, Weatherlight

MIRAGE BLOCK BANNED: Squandered Resources

RATH CYCLE SETS: Tempest, Stronghold, Exodus

RATH CYCLE BANNED: Cursed Scroll

URZA BLOCK SETS: Urza's Saga, Urza's Legacy, Urza's Destiny

URZA BLOCK BANNED: Gaea's Cradle, Memory Jar, Serra's Sanctum, Time Spiral, Tolarian Academy, Voltaic Key, Windfall

MASQUES BLOCK SETS: Mercadian Masques, Nemesis, Prophecy

MASQUES BLOCK BANNED: Lin Sivvi Defiant Hero, Rishadan Port

INVASION BLOCK SETS: Invasion, Planeshift, Apocalypse

ODYSSEY BLOCK SETS: Odyssey, Torment, Judgment

ONSLAUGHT BLOCK SETS: Onslaught, Legions, Scourge

Viridian Longbow C MD
1, Art Equipment. Equipped creature has "TAP: This creature deals 1 damage to target creature or player." Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Vorrac Battlehorns C MD
2, Art Equipment. Equipped creature has trample and can't be blocked by more than one creature. Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Vulshok Battlegear U MD
3, Art Equipment. Equipped creature gets +3/+3. Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Vulshok Gauntlets C MD
2, Art Equipment. Equipped creature gets +4/+2 and doesn't untap during its controller's untap step. Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Wall of Spears C 4/5/7/8/AQ
3, ArtCr Wall, 2/3. First strike

Welding Jar C MD
0, Art. Sacrifice Welding Jar: Regenerate target artifact.

Wizard Replica C MD
3, ArtCr Wizard, 1/3. Flying U, Sacrifice Wizard Replica: Counter target spell unless its controller pays 2.

Wooden Sphere U A-8
1, Art. Whenever a player plays a green spell, you may pay 1. If you do, you gain 1 life.

Worldslayer R MD
5, Art Equipment. Whenever equipped creature deals combat damage to a player, destroy all permanents other than Worldslayer. Equip 5 (5: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Yotian Soldier C 4/AQ/MD
3, ArtCr Soldier, 1/4. Attacking doesn't cause Yotian Soldier to tap.

Black

Abyssal Specter U 5-8/IA
2BB, Cr Specter, 2/3. Flying. Whenever Abyssal Specter deals damage to a player, that player discards a card from his or her hand.

Accursed Centaur C ON
B, Cr Zombie Centaur, 2/2. When Accursed Centaur comes into play, sacrifice a creature.

Ambition's Cost U 8/P3
3B, Sor. You draw three cards and you lose 3 life.

Anurid Murkdiver C ON
4BB, Cr Zombie Beast, 4/3. Swampwalk

Aphetto Dredging C ON
3B, Sor. Return up to three target creature cards of the creature type of your choice from your graveyard to your hand.

Aphetto Exterminator U LGN
2B, Cr Wizard, 3/1. Morph 3B. When Aphetto Exterminator is turned face up, target creature gets -3/-3 until end of turn.

Aphetto Vulture U ON
4BB, Cr Zombie Bird, 3/2. Flying. When Aphetto Vulture is put into a graveyard from play, you may put target Zombie card from your graveyard on top of your library.

Bane of the Living R LGN
2BB, Cr Insect, 4/3. Morph XBB. When Bane of the Living is turned face up, all creatures get -X/-X until end of turn.

Barter in Blood U MD
2BB, Sor. Each player sacrifices two creatures.

Betrayal of Flesh U MD
5B, Ins. Choose one - Destroy target creature; or return target creature card from your graveyard to play. Entwine-Sacrifice three lands. (Choose both if you pay the entwine cost.)

Blackmail U ON
B, Sor. Target player reveals three cards from his or her hand and you choose one of them. That player discards that card.

Bladewing's Thrall U SC
2BB, Cr Zombie, 3/3. Bladewing's Thrall has flying as long as you control a Dragon. When a Dragon comes into play, you may return Bladewing's Thrall from your graveyard to play.

Blood Celebrant C LGN
B, Cr Cleric, 1/1. B, Pay 1 life: Add one mana of any color to your mana pool.

Bog Imp C 4-8/DK
1B, Cr Imp, 1/1. Flying

Bog Wraith U A-8
3B, Cr Wraith, 3/3. Swampwalk

Boneknitter U ON
1B, Cr Zombie Cleric, 1/1. 1B: Regenerate target Zombie. Morph 2B (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Cabal Archon U ON
2B, Cr Cleric, 2/2. B, Sacrifice a Cleric: Target player loses 2 life and you gain 2 life.

Cabal Conditioning R SC
6B, Sor. Any number of target players each discards cards from his or her hand equal to the highest converted mana cost among permanents you control.

Cabal Executioner U ON
2BB, Cr Cleric, 2/2. Whenever Cabal Executioner deals combat damage to a player, that player sacrifices a creature. Morph 3BB (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Cabal Interrogator U SC
1B, Cr Zombie Wizard, 1/1. XB, TAP: Target player reveals X cards from his or her hand and you choose one of them. That player discards that card. Play this ability only any time you could play a sorcery.

Cabal Slaver U ON
2B, Cr Cleric, 2/1. Whenever a Goblin deals combat damage to a player, that player discards a card from his or her hand.

Call to the Grave R SC
4B, Ench. At the beginning of each player's upkeep, that player sacrifices a non-Zombie creature. At end of turn, if no creatures are in play, sacrifice Call to the Grave.

Carrion Feeder C SC
B, Cr Zombie, 1/1. Carrion Feeder can't block. Sacrifice a creature: Put a +1/+1 counter on Carrion Feeder.

Carrion Wall U 8/NM
1BB, Cr Wall, 3/2. 1B: Regenerate Carrion Wall.

Chain of Smog U ON
1B, Sor. Target player discards two cards from his or her hand. That player may copy this spell and may choose a new target for that copy.

Chill Haunting U SC
1B, Ins. As an additional cost to play Chill Haunting, remove X creature cards in your graveyard from the game. Target creature gets -X/-X until end of turn.

Chimney Imp C MD
4B, Cr Imp, 1/2. Flying When Chimney Imp is put into a graveyard from play, target opponent puts a card from his or her hand on top of his or her library.

Clutch of Undeath C SC
3BB, EnchCr. Enchanted creature gets +3/+3 as long as it's a Zombie. Otherwise, it gets -3/-3.

Coercion C 6/8/VS/TM
2B, Sor. Target opponent reveals his or her hand. Choose a card from it. That player discards that card.

Consume Spirit C MD
X1B, Sor. Spend only black mana on X. Consume Spirit deals X damage to target creature or player. You gain X life.

Consumptive Goo R SC
BB, Cr Ooze, 1/1. 2BB: Target creature gets -1/-1 until end of turn. Put a +1/+1 counter on Consumptive Goo.

Contaminated Bond C MD
1B, EnchCr. Whenever enchanted creature attacks or blocks, its controller loses 3 life.

Corpse Harvester U LGN
3BB, Cr Zombie Wizard, 3/3. 1B, TAP, Sacrifice a creature: Search your library for a Zombie card and a swamp card, reveal them, and put them into your hand. Then shuffle your library.

Cover of Darkness R ON
1B, Ench. As Cover of Darkness comes into play, choose a creature type. Creatures of the chosen type have fear. (They can't be blocked except by artifact creatures and/or black creatures.)

Crown of Suspicion C ON
1B, EnchCr. Enchanted creature gets +2/-1. Sacrifice Crown of Suspicion: Enchanted creature and other creatures that share a creature type with it get +2/-1 until end of turn.

Cruel Revival C ON
4B, Ins. Destroy target non-Zombie creature. It can't be regenerated. Return up to one target Zombie card from your graveyard to your hand.

Crypt Sliver C LGN
1B, Cr Sliver, 1/1. All Slivers have TAP: Regenerate target Sliver.

Dark Banishing C 7/8/IA/MR/TM
2B, Ins. Destroy target nonblack creature. It can't be regenerated.

Dark Supplicant U LGN
B, Cr Cleric, 1/1. TAP, Sacrifice three Clerics: Search your graveyard, hand, and/or library for a card named Scion of Darkness and put it into play. If you search your library this way, shuffle it.

Death Match R ON
3B, Ench. Whenever a creature comes into play, that creature's controller may have target creature of his or her choice get -3/-3 until end of turn.

Death Pit Offering R 8/NM
2BB, Ench. When Death Pit Offering comes into play, sacrifice all creatures you control. Creatures you control get +2/+2.

Death Pits of Rath R 8/TM
3BB, Ench. Whenever a creature is dealt damage, destroy it. It can't be regenerated.

Death Pulse U ON
2BB, Ins. Target creature gets -4/-4 until end of turn. Cycling 1BB (1BB, Discard this card from your hand: Draw a card.) When you cycle Death Pulse, you may have target creature get -1/-1 until end of turn.

Deathgazer U 8/MM
3B, Cr Lizard, 2/2. Whenever Deathgazer blocks or becomes blocked by a nonblack creature, destroy that creature at end of combat.

Deathmark Prelate U LGN
3B, Cr Cleric, 2/3. 2B, TAP, Sacrifice a Zombie: Destroy target non-Zombie creature. It can't be regenerated. Play this ability only any time you could play a sorcery.

Death's-Head Buzzard C SC
1BB, Cr Bird, 2/1. Flying. When Death's-Head Buzzard is put into a graveyard from play, all creatures get -1/-1 until end of turn.

Decree of Pain R SC
6BB, Sor. Destroy all creatures. They can't be regenerated. Draw a card for each creature destroyed this way. Cycling 3BB When you cycle Decree of Pain, all creatures get -2/-2 until end of turn.

Deepwood Ghoul C 8/MM
2B, Cr Zombie, 2/1. Pay 2 life: Regenerate Deepwood Ghoul.

Diabolic Tutor U 8/OD
2BB, Sor. Search your library for a card and put that card into your hand. Then shuffle your library.

Dirge of Dread C ON
2B, Sor. All creatures gain fear until end of turn. Cycling 1B (1B, Discard this card from your hand: Draw a card.) When you cycle Dirge of Dread, you may have target creature gain fear until end of turn.

Disciple of Malice C ON
1B, Cr Cleric, 1/2. Protection from white. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Disciple of the Vault C MD
B, Cr Human Cleric, 1/1. Whenever an artifact is put into a graveyard from play, you may have target opponent lose 1 life.

Doomed Necromancer R ON
2B, Cr Cleric Mercenary, 2/2. B, TAP, Sacrifice Doomed Necromancer: Return target creature card from your graveyard to play.

Dragon Shadow C SC
1B, EnchCr. Enchanted creature gets +1/+0 and has fear. When a creature with converted mana cost 6 or more comes into play, you may return Dragon Shadow from your graveyard to play enchanting that creature.

Drinker of Sorrow R LGN
2B, Cr Horror, 5/3. Drinker of Sorrow can't block. Whenever Drinker of Sorrow deals combat damage, sacrifice a permanent.

Dripping Dead C LGN
4BB, Cr Zombie, 4/1. Dripping Dead can't block. Whenever Dripping Dead deals combat damage to a creature, destroy that creature. It can't be regenerated.

Dross Harvester R MD
1BB, Cr Horror, 4/4. Protection from white At the end of your turn, you lose 4 life. Whenever a creature is put into a graveyard from play, you gain 2 life.

Dross Prowler C MD
2B, Cr Zombie, 2/1. Fear

Drudge Skeletons C A-8
1B, Cr Skeleton, 1/1. B: Regenerate Drudge Skeletons.

Dusk Imp C 8/OD
2B, Cr Imp, 2/1. Flying

Earthblighter U LGN
1B, Cr Cleric, 1/1. 2B, TAP, Sacrifice a Goblin: Destroy target land.

Eastern Paladin R 7/8/US
2BB, Cr Knight, 3/3. BB, TAP: Destroy target green creature.

Ebonblade Reaper R ON
2B, Cr Cleric, 1/1. Whenever Ebonblade Reaper attacks, you lose half your life, rounded up. Whenever Ebonblade Reaper deals combat damage to a player, that player loses half his or her life, rounded up. Morph 3BB (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Embalmed Brawler C LGN
2B, Cr Zombie, 2/2. Amplify 1. Whenever Embalmed Brawler attacks or blocks, you lose 1 life for each +1/+1 counter on it.

Endemic Plague R ON
3B, Sor. As an additional cost to play Endemic Plague, sacrifice a creature. Destroy all creatures that share a creature type with the sacrificed creature. They can't be regenerated.

Entrails Feaster R ON
B, Cr Zombie Cat, 1/1. At the beginning of your upkeep, you may remove a creature card in a graveyard from the game. If you do, put a +1/+1 counter on Entrails Feaster. If you don't, tap Entrails Feaster.

Execute U 8/OD
2B, Ins. Destroy target white creature. It can't be regenerated. Draw a card.

Fade from Memory U ON
B, Ins. Remove target card in a graveyard from the game. Cycling B (B, Discard this card from your hand: Draw a card.)

Fallen Angel U 5-8/LGD/CH
3BB, Cr Angel, 3/3. Flying. Sacrifice a creature: Fallen Angel gets +2/+1 until end of turn.

Fallen Cleric C ON
4B, Cr Zombie Cleric, 4/2. Protection from Clerics. Morph 4B (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

False Cure R ON
BB, Ins. Until end of turn, whenever a player gains life, that player loses 2 life for each 1 life he or she gained.

Fatal Mutation U SC
B, EnchCr. When enchanted creature is turned face up, destroy it. It can't be regenerated.

Fear C A-8/IA
BB, EnchCr. Enchanted creature has fear.

Feeding Frenzy U ON
2B, Ins. Target creature gets -X/-X until end of turn, where X is the number of Zombies in play.

Festering Goblin C ON
B, Cr Zombie Goblin, 1/1. When Festering Goblin is put into a graveyard from play, target creature gets -1/-1 until end of turn.

Final Punishment R SC
3BB, Sor. Target player loses life equal to the damage already dealt to him or her this turn.

Flayed Nim U MD
3B, Cr Skeleton, 2/2. Whenever Flayed Nim deals combat damage to a creature, that creature's controller loses that much life. 2B: Regenerate Flayed Nim.

Frightshroud Courier U ON
2B, Cr Zombie, 2/1. You may choose not to untap Frightshroud Courier during your untap step. 2B, TAP: As long as Frightshroud Courier remains tapped, target Zombie gets +2/+2 and has fear. (It can't be blocked except by artifact creatures and/or black creatures.)

Gangrenous Goliath R ON
3BB, Cr Zombie Giant, 4/4. Tap three untapped Clerics you control: Return Gangrenous Goliath from your graveyard to your hand.

Gempalm Polluter C LGN
5B, Cr Zombie, 4/3. Cycling BB. When you cycle Gempalm Polluter, you may have target player lose 1 life for each Zombie in play.

Ghastly Remains R LGN
BBB, Cr Zombie, 0/0. Amplify 1. At the beginning of your upkeep, if Ghastly Remains is in your graveyard, you may pay BBB. If you do, return Ghastly Remains to your hand.

Giant Cockroach C 7/8/UL
3B, Cr Insect, 4/2.

Gluttonous Zombie U 8/ON
4B, Cr Zombie, 3/3. Fear

Goblin Turncoat C LGN
1B, Cr Goblin Mercenary, 2/1. Sacrifice a Goblin: Regenerate Goblin Turncoat.

Grave Pact R 8/ST
1BBB, Ench. Whenever a creature you control is put into a graveyard from play, each other player sacrifices a creature.

Graveborn Muse R LGN
2BB, Cr Zombie Spirit, 3/3. At the beginning of your upkeep, you draw X cards and you lose X life, where X is the number of Zombies you control.

Gravedigger C 6-8/TM/OD
3B, Cr Zombie, 2/2. When Gravedigger comes into play, you may return target creature card from your graveyard to your hand.

Gravespawn Sovereign R ON
4BB, Cr Zombie Lord, 3/3. Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

Grim Reminder R MD
2B, Ins. Search your library for a nonland card and reveal it. Each opponent who played a card this turn with the same name as that card loses 6 life. Then shuffle the revealed card back into your library. BB: Return Grim Reminder from your graveyard to your hand. Play this ability only during your upkeep.

Grinning Demon R ON
2BB, Cr Demon, 6/6. At the beginning of your upkeep, you lose 2 life. Morph 2BB (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Haunted Cadaver C ON
3B, Cr Zombie, 2/2. Whenever Haunted Cadaver deals combat damage to a player, you may sacrifice it. If you do, that player discards three cards from his or her hand. Morph 1B (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Havoc Demon R LGN
5BB, Cr Demon, 5/5. Flying. When Havoc Demon is put into a graveyard from play, all creatures get -5/-5 until end of turn.

Head Games R ON
3BB, Sor. Target opponent puts the cards from his or her hand on top of his or her library. Search that player's library for that many cards. The player puts those cards into his or her hand, then shuffles his or her library.

Headhunter U ON
1B, Cr Cleric, 1/1. Whenever Headhunter deals combat damage to a player, that player discards a card from his or her hand. Morph B (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Hollow Specter R LGN
1BB, Cr Specter, 2/2. Flying. Whenever Hollow Specter deals combat damage to a player, you may pay X. If you do, that player reveals X cards from his or her hand and you choose one of them. That player discards that card.

Infernal Caretaker C LGN
3B, Cr Cleric, 2/2. Morph 3B. When Infernal Caretaker is turned face up, return all Zombie cards from all graveyards to their owners' hands.

Infest U ON
1BB, Sor. All creatures get -2/-2 until end of turn.

Irradiate C MD
3B, Ins. Target creature gets -1/-1 until end of turn for each artifact you control.

Larceny R 8/MM
3BB, Ench. Whenever a creature you control deals combat damage to a player, that player discards a card from his or her hand.

Lethal Vapors R SC
2BB, Ench. Whenever a creature comes into play, destroy it. 0: Destroy Lethal Vapors. You skip your next turn. Any player may play this ability.

Lingering Death C SC
1B, EnchCr. The controller of enchanted creature sacrifices it at the end of his or her turn.

Looming Shade C 7/8/US
2B, Cr Shade, 1/1. B: Looming Shade gets +1/+1 until end of turn.

Lord of the Undead R 8/PS
1BB, Cr Lord, 2/2. All Zombies get +1/+1. 1B, TAP: Return target Zombie card from your graveyard to your hand.

Maggot Carrier C 8/PS
B, Cr Zombie, 1/1. When Maggot Carrier comes into play, each player loses 1 life.

Megrim U 7/8/ST
2B, Ench. Whenever an opponent discards a card from his or her hand, Megrim deals 2 damage to that player.

Mind Rot C 7/8/PO/P2/STR
2B, Sor. Target player discards two cards from his or her hand.

Mind Slash U 8/NM
1BB, Ench. B, Sacrifice a creature: Target opponent reveals his or her hand. Choose a card from it. That player discards that card. Play this ability only any time you could play a sorcery.

Mind Sludge U 8/TR
4B, Sor. Target player discards a card from his or her hand for each swamp you control.

Misery Charm C ON
B, Ins. Choose one - Destroy target Cleric; or return target Cleric card from your graveyard to your hand; or target player loses 2 life.

Moriok Scavenger C MD
3B, Cr Human Rogue, 2/3. When Moriok Scavenger comes into play, you may return target artifact creature card from your graveyard to your hand.

Murderous Betrayal R 8/NM
BBB, Ench. BB, Pay half your life rounded up: Destroy target nonblack creature. It can't be regenerated.

Nantuko Husk C ON
2B, Cr Zombie Insect, 2/2. Sacrifice a creature: Nantuko Husk gets +2/+2 until end of turn.

Nausea C 7/8/EX
1B, Sor. All creatures get -1/-1 until end of turn.

Necrogen Mists R MD
2B, Ench. At the beginning of each player's upkeep, that player discards a

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card from his or her hand.

Nefashu R SC
4BB, Cr Zombie Mutant, 5/3. Whenever Nefashu attacks, up to five target creatures each get -1/-1 until end of turn.

Nekrataal U 8/VS
2BB, Cr Nekrataal, 2/1. First Strike. When Nekrataal comes into play, destroy target nonartifact, nonblack creature. That creature can't be regenerated.

Nightmare R A-8
5B, Cr Nightmare, */*. Flying. Nightmare's power and toughness are each equal to the number of swamps you control.

Nim Devourer R MD
3BB, Cr Zombie, 4/1. Nim Devourer gets +1/+0 for each artifact you control. BB: Return Nim Devourer from your graveyard to play, then sacrifice a creature. Play this ability only during your upkeep.

Nim Lasher C MD
2B, Cr Zombie, 1/1. Nim Lasher gets +1/+0 for each artifact you control.

Nim Shambler U MD
2BB, Cr Zombie, 2/1. Nim Shambler gets +1/+0 for each artifact you control. Sacrifice a creature: Regenerate Nim Shambler.

Nim Shrieker C MD
3B, Cr Zombie, 0/1. Flying Nim Shrieker gets +1/+0 for each artifact you control.

Noxious Ghoul U LGN
3BB, Cr Zombie, 3/3. Whenever Noxious Ghoul or another Zombie comes into play, all non-Zombie creatures get -1/-1 until end of turn.

Oversold Cemetery R ON
1B, Ench. At the beginning of your upkeep, if you have four or more creature cards in your graveyard, you may return target creature card from your graveyard to your hand.

Patriarch's Bidding R ON
3BB, Sor. Each player chooses a creature type. Each player returns all creature cards of a type chosen this way from his or her graveyard to play.

Persecute R 7/8/US
2BB, Sor. Choose a color. Target player reveals his or her hand and discards all cards of that color from it.

Phage the Untouchable R LGN
3BBBB, Cr Minion Legend, 4/4. When Phage the Untouchable comes into play, if you didn't play it from your hand, you lose the game. Whenever Phage deals combat damage to a creature, destroy that creature. It can't be regenerated. Whenever Phage deals combat damage to a player, that player loses the game.

Phyrexian Arena R 8/AP
1BB, Ench. At the beginning of your upkeep, you draw a card and you lose 1 life.

Phyrexian Plaguelord R 8/UL
3BB, Cr Carrier, 4/4. TAP, Sacrifice Phyrexian Plaguelord: Target creature gets -4/-4 until end of turn. Sacrifice a creature: Target creature gets -1/-1 until end of turn.

Plague Beetle C 7/8/UL
B, Cr Insect, 1/1. Swampwalk

Plague Wind R 8/PR
7BB, Sor. Destroy all creatures you don't control. They can't be regenerated.

Primeval Shambler U 8/MM
4B, Cr Mercenary, 3/3. B: Primeval Shambler gets +1/+1 until end of turn.

Profane Prayers C ON
2BB, Sor. Profane Prayers deals X damage to target creature or player and you gain X life, where X is the number of Clerics in play.

Promise of Power R MD
2BBB, Sor. Choose one - You draw five cards and you lose 5 life; or put a black Demon creature token with flying into play with power and toughness each equal to the number of cards in your hand as the token comes into play. Entwine 4 (Choose both if you pay the entwine cost.)

Prowling Pangolin U ON
3BB, Cr Beast, 6/5. When Prowling Pangolin comes into play, any player may sacrifice two creatures. If a player does, sacrifice Prowling Pangolin.

Putrid Raptor U SC
4BB, Cr Zombie Beast, 4/4. Morph—Discard a Zombie card from your hand.

Raise Dead C A-8
B, Sor. Return target creature card from your graveyard to your hand.

Ravenous Rats C 8/UD/IN
1B, Cr Rat, 1/1. When Ravenous Rats comes into play, target opponent discards a card from his or her hand.

Reaping the Graves C SC
2B, Ins. Return target creature card from your graveyard to your hand. Storm

Reiver Demon R MD
4BBBB, Cr Demon, 6/6. Flying When Reiver Demon comes into play, if you played it from your hand, destroy all nonartifact, nonblack creatures. They can't be regenerated.

Relic Bane U MD
1BB, Ench Art. Enchanted artifact has "At the beginning of your upkeep, you lose 2 life."

Rotlung Reanimator R ON
2B, Cr Zombie Cleric, 2/2. Whenever Rotlung Reanimator or another Cleric is put into a graveyard from play, put a 2/2 black Zombie creature token into play.

Royal Assassin R A-4/8
1BB, Cr Assassin, 1/1. TAP: Destroy target tapped creature.

Scathe Zombies C A-8
2B, Cr Zombie, 2/2.

Scion of Darkness R LGN
5BBB, Cr Avatar, 6/6. Trample. Whenever Scion of Darkness deals combat damage to a player, you may put target creature card from that player's graveyard into play under your control. Cycling 3

Screeching Buzzard C ON
3B, Cr Bird, 2/2. Flying. When Screeching Buzzard is put into a graveyard from play, each opponent discards a card from his or her hand.

Serpent Warrior C 7/8/ST
2B, Cr Soldier, 3/3. When Serpent Warrior comes into play, you lose 3 life.

Sever Soul U 8/MM
3BB, Sor. Destroy target nonblack creature. It can't be regenerated. You gain life equal to its toughness.

Severed Legion C 8/ON
1BB, Cr Zombie, 2/2. Fear

Shade's Breath U ON
1B, Ins. Until end of turn, each creature you control becomes black, its creature type becomes Shade, and it gains B: This creature gets +1/+1 until end of turn.

Shepherd of Rot C ON
1B, Cr Zombie Cleric, 1/1. TAP: Each player loses 1 life for each Zombie in play.

Silent Specter R ON
4BB, Cr Specter, 4/4. Flying. Whenever Silent Specter deals combat damage to a player, that player discards two cards from his or her hand. Morph 3BB

Skinthinner C LGN
1B, Cr Zombie, 2/1. Morph 3BB. When Skinthinner is turned face up, destroy target nonblack creature. It can't be regenerated.

Skulltap C SC
1B, Sor. As an additional cost to play Skulltap, sacrifice a creature. Draw two cards.

Slay U 8/PS
2B, Ins. Destroy target green creature. It can't be regenerated. Draw a card.

Slith Bloodletter U MD
BB, Cr Slith, 1/1. Whenever Slith Bloodletter deals combat damage to a player, put a +1/+1 counter on it. 1B: Regenerate Slith Bloodletter.

Smokespew Invoker C LGN
2B, Cr Zombie Mutant, 3/1. 7B: Target creature gets -3/-3 until end of turn.

Smother U ON
1B, Ins. Destroy target creature with converted mana cost 3 or less. It can't be regenerated.

Sootfeather Flock C LGN
4B, Cr Bird, 3/2. Flying. Morph 3B

Soul Collector R SC
3BB, Cr Vampire, 3/4. Flying. Whenever a creature dealt damage by Soul Collector this turn is put into a graveyard, return that card to play under your control. Morph BBB

Soul Feast U 7/8/UD
3BB, Sor. Target player loses 4 life and you gain 4 life.

Soulless One U ON
3B, Cr Zombie Avatar, */*. Soulless One's power and toughness are each equal to the number of Zombies in play plus the number of Zombie cards in all graveyards.

Spectral Sliver U LGN
2B, Cr Sliver, 2/2. All Slivers have 2: This creature gets +1/+1 until end of turn.

Spined Basher C ON
2B, Cr Zombie Beast, 3/1. Morph 2B

Spineless Thug C 7/8/NM
1B, Cr Mercenary, 2/2. Spineless Thug can't block.

Spoils of the Vault R MD
B, Ins. Name a card. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game, and you lose 1 life for each of the removed cards.

Strongarm Tactics R ON
1B, Sor. Each player discards a card from his or her hand. Then each player who didn't discard a creature card this way loses 4 life.

Swarm of Rats U 8/P2
1B, Cr Rat, */1. Swarm of Rats's power is equal to the number of Rats you control.

Swat C UL/ON
1BB, Ins. Destroy target creature with power 2 or less. Cycling 2

Syphon Mind C ON
3B, Sor. Each other player discards a card from his or her hand. You draw a card for each card discarded this way.

Syphon Soul C 6/LGD/ON
2B, Sor. Syphon Soul deals 2 damage to each other player. You gain life equal to the damage dealt this way.

Tendrils of Agony U SC
2BB, Sor. Target player loses 2 life and you gain 2 life. Storm

Terror C A-6/MD
1B, Ins. Destroy target nonartifact, nonblack creature. It can't be regenerated.

Thrashing Mudspawn U ON
3BB, Cr Beast, 4/4. Whenever Thrashing Mudspawn is dealt damage, you lose that much life. Morph 1BB

Toxin Sliver R LGN
3B, Cr Sliver, 3/3. Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.

Twisted Abomination C SC
5B, Cr Zombie Mutant, 5/3. B: Regenerate Twisted Abomination. Swampcycling 2

Unburden C SC
1BB, Sor. Target player discards two cards. Cycling 2

Undead Gladiator R ON
1BB, Cr Zombie Barbarian, 3/1. 1B, Discard a card from your hand: Return Undead Gladiator from your graveyard to your hand. Play this ability only during your upkeep. Cycling 1B

Undead Warchief U SC
2BB, Cr Zombie, 1/1. Zombie spells you play cost 1 less to play. Zombies you control get +2/+1.

Underworld Dreams R 8/LGD
BBB, Ench. Whenever an opponent draws a card, Underworld Dreams deals 1 damage to him or her.

Unholy Strength C A-5/7/8
B, EnchCr. Enchanted creature gets +2/+1.

Unspeakable Symbol U SC
1BB, Ench. Pay 3 life: Put a +1/+1 counter on target creature.

Vampiric Spirit R 8/P2
2BB, Cr Spirit, 4/3. Flying. When Vampiric Spirit comes into play, you lose 4 life.

Vengeful Dead C SC
3B, Cr Zombie, 3/2. Whenever Vengeful Dead or another Zombie is put into a graveyard from play, each opponent loses 1 life.

Vermiculos R MD
4B, Cr Horror, 1/1. Whenever an artifact comes into play, Vermiculos gets +4/+4 until end of turn.

Vicious Hunger C 8/NM
BB, Sor. Vicious Hunger deals 2 damage to target creature and you gain 2 life.

Vile Deacon C LGN
2BB, Cr Cleric, 2/2. Whenever Vile Deacon attacks, it gets +X/+X until end of turn, where X is the number of Clerics in play.

Visara the Dreadful R ON
3BBB, Cr Gorgon Legend, 5/5. Flying. TAP: Destroy target creature. It can't be regenerated.

Wail of the Nim C MD
2B, Ins. Choose one - Regenerate each creature you control; or Wail of the Nim deals 1 damage to each creature and each player. Entwine B (Choose both if you pay the entwine cost.)

Walking Desecration U ON
2B, Cr Zombie, 1/1. B, TAP: Creatures of the type of your choice attack this turn if able.

Wall of Blood U MD
2B, Cr Wall, 0/2. (Walls can't attack.) Pay 1 life: Wall of Blood gets +1/+1 until end of turn.

Warped Devotion R 8/PS
2B, Ench. Whenever a permanent is returned to a player's hand, that player discards a card from his or her hand.

Western Paladin R 7/8/US
2BB, Cr Knight, 3/3. BB, TAP: Destroy target white creature.

Withered Wretch U LGN
BB, Cr Zombie Cleric, 2/2. 1: Remove target card in a graveyard from the game.

Withering Hex U ON
B, EnchCr. Whenever a player cycles a card, put a plague counter on Withering Hex. Enchanted creature gets -1/-1 for each plague counter on Withering Hex.

Woebearer U MD
4B, Cr Zombie, 2/3. Fear Whenever Woebearer deals combat damage to a player, you may return target creature card from your graveyard to your hand.

Words of Waste R ON
2B, Ench. 1: The next time you would draw a card this turn, each opponent discards a card from his or her hand instead.

Wrench Mind C MD
BB, Sor. Target player discards two cards from his or her hand unless he or she discards an artifact card from his or her hand.

Wretched Anurid C ON
1B, Cr Zombie Beast, 3/3. Whenever another creature comes into play, you lose 1 life.

Zombie Brute U LGN
6B, Cr Zombie, 5/4. Amplify 1. Trample

Zombie Cutthroat C SC
3BB, Cr Zombie, 3/4. Morph-Pay 5 life. (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Zombify U 8/OD
3B, Sor. Return target creature card from your graveyard to play.

Blue

Air Elemental U A-8
3UU, Cr Elemental, 4/4. Flying

Airborne Aid C ON
3U, Sor. Draw a card for each Bird in play.

Annex U ON
2UU, EnchLand. You control enchanted land.

Annul C US/MD
U, Ins. Counter target artifact or enchantment spell.

Aphetto Alchemist U ON
1U, Cr Wizard, 1/2. TAP: Untap target artifact or creature. Morph U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Aphetto Grifter U ON
2U, Cr Wizard, 1/1. Tap two untapped Wizards you control: Tap target permanent.

Aphetto Runecaster U SC
3U, Cr Wizard, 2/3. Whenever a creature is turned face up, you may draw a card.

Arcanis the Omnipotent R ON
3UUU, Cr Wizard Legend, 3/4. TAP: Draw three cards. 2UU: Return Arcanis the Omnipotent to its owner's hand.

Archivist R 7/8/UL
2UU, Cr Wizard, 1/1. TAP: Draw a card.

Artificial Evolution R ON
U, Ins. Change the text of target spell or permanent by replacing all instances of one creature type with another. The new creature type can't be Legend or Wall. (This effect doesn't end at end of turn.)

Ascending Aven C ON
2UU, Cr Bird Soldier, 3/2. Flying. Ascending Aven may block only creatures with flying. Morph 2U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Assert Authority U MD
5UU, Ins. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.) Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Aven Envoy C LGN
U, Cr Bird Soldier, 0/2. Flying

Aven Fateshaper U ON
6U, Cr Bird Wizard, 4/5. Flying. When Aven Fateshaper comes into play, look at the top four cards of your library, then put them back in any order. 4U: Look at the top four cards of your library, then put them back in any order.

Aven Fisher C 8/OD
3U, Cr Bird Soldier, 2/2. Flying. When Aven Fisher is put into a graveyard from play, you may draw a card.

Backslide C ON
1U, Ins. Turn target creature with morph face down. Cycling U (U, Discard this card from your hand: Draw a card.)

Balance of Power R 8/PO/P3
3UU, Sor. If target opponent has more cards in hand than you, draw cards equal to the difference.

Blatant Thievery R ON
4UUU, Sor. For each opponent, gain control of target permanent that player controls. (This effect doesn't end at end of turn.)

Boomerang C5-8/LGD/CH/MR
UU, Ins. Return target permanent to its owner's hand.

Brain Freeze U SC
1U, Ins. Target player puts the top three cards of his or her library into his or her graveyard. Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Bribery R 8/MM
3UU, Sor. Search target opponent's library for a creature card and put that card into play under your control. Then that player shuffles his or her library.

Broodstar R MD
8UU, Cr Beast, */*. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.) Flying Broodstar's power and toughness are each equal to the number of artifacts you control.

Callous Oppressor R ON
1UU, Cr Cephalid, 1/2. You may choose not to untap Callous Oppressor during your untap step. As Callous Oppressor comes into play, an opponent chooses a creature type. TAP: Gain control of target creature that isn't of the chosen type as long as Callous Oppressor remains tapped.

Catalog C 8/US
2U, Ins. Draw two cards, then discard a card from your hand.

Cephalid Pathmage C LGN
2U, Cr Cephalid Wizard, 1/2. Cephalid Pathmage is unblockable. TAP, Sacrifice Cephalid Pathmage: Target creature is unblockable this turn.

Chain of Vapor U ON
U, Ins. Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Choking Tethers C ON
3U, Ins. Tap up to four target creatures. Cycling 1U (1U, Discard this card from your hand: Draw a card.) When you cycle Choking Tethers, you may tap target creature.

Chromeshell Crab R LGN
4U, Cr Beast, 3/3. Morph 4U. When Chromeshell Crab is turned face up, you may exchange control of target creature you control and target creature an opponent controls.

Clone U A-R/ON
3U, Cr Clone, 0/0. As Clone comes into play, you may choose a creature in play. If you do, Clone comes into play as a copy of that creature.

Coast Watcher C SC
1U, Cr Bird Soldier, 1/1. Flying, protection from green

Coastal Hornclaw C 8/PR
4U, Cr Bird, 3/3. Sacrifice a land: Coastal Hornclaw gains flying until end of turn.

Coastal Piracy R 8/MM
2UU, Ench. Whenever a creature you control deals combat damage to an opponent, you may draw a card.

Complicate U ON
2U, Ins. Counter target spell unless its controller pays 3. Cycling 2U (2U, Discard this card from your hand: Draw a card.) When you cycle Complicate, you may counter target spell unless its controller pays 1.

Concentrate U 8/OD
2UU, Sor. Draw three cards.

Confiscate U 7/8/US
4UU, EnchPermanent. You control enchanted permanent.

Coral Eel C 8/PO
1U, Cr Eel, 2/1.

Covert Operative C LGN
4U, Cr Wizard, 3/2. Covert Operative is unblockable.

Cowardice R 8/MM
3UU, Ench. Whenever a creature becomes the target of a spell or ability, return that creature to its owner's hand.

Crafty Pathmage C ON
2U, Cr Wizard, 1/1. TAP: Target creature with power 2 or less is unblockable this turn.

Crookclaw Elder U LGN
5U, Cr Bird Wizard, 3/2. Flying. Tap two untapped Birds you control: Draw a card. Tap two untapped Wizards you control: Target creature gains flying until end of turn.

Crown of Ascension C ON
1U, EnchCr. Enchanted creature has flying. Sacrifice Crown of Ascension: Enchanted creature and other creatures that share a creature type with it gain flying until end of turn.

Curiosity U 8/EX
U, EnchCr. Whenever enchanted creature deals damage to an opponent, you may draw a card.

Daring Apprentice R 6-8/MR
1UU, Cr Wizard, 1/1. TAP, Sacrifice Daring Apprentice: Counter target spell.

Day of the Dragons R SC
4UUU, Ench. When Day of the Dragons comes into play, remove all creatures you control from the game. Then put that many 5/5 red Dragon creature tokens with flying into play. When Day of the Dragons leaves play, sacrifice all Dragons you control. Then return the removed cards to play under your control.

Decree of Silence R SC
6UU, Ench. Whenever an opponent plays a spell, counter that spell and put a depletion counter on Decree of Silence. If there are three or more depletion counters on Decree of Silence, sacrifice it. Cycling 4UU When you cycle Decree of Silence, you may counter target spell.

Deflection R 5-8/IA
3U, Ins. Change the target of target spell with a single target.

Dehydration C 8/MM
3U, EnchCr. Enchanted creature doesn't untap during its controller's untap step.

Dermoplasm R LGN
2U, Cr Shapeshifter, 1/1. Flying. Morph 2UU (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) When Dermoplasm is turned face up, you may put a creature card with morph from your hand into play face up. If you do, return Dermoplasm to its owner's hand.

Disarm C MD
U, Ins. Unattach all Equipment from target creature.

Discombobulate U ON
2UU, Ins. Counter target spell. Look at the top four cards of your library, then put them back in any order.

Dispersal Shield C SC
1U, Ins. Counter target spell if its converted mana cost is less than or equal to the highest converted mana cost among permanents you control.

Dispersing Orb U ON
3UU, Ench. 3U, Sacrifice a permanent: Return target permanent to its owner's hand.

Disruptive Pitmage C ON
2U, Cr Wizard, 1/1. TAP: Counter target spell unless its controller pays 1. Morph U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Domineer U MD
1UU, Ench ArtCr. You control enchanted artifact creature.

Dragon Wings C SC
1U, EnchCr. Enchanted creature has flying. Cycling 1U (1U, Discard this card from your hand: Draw a card.) When a creature with converted mana cost 6 or more comes into play, you may return Dragon Wings from your graveyard to play enchanting that creature.

Dream's Grip C MD
U, Ins. Choose one - Tap target permanent; or untap target permanent. Entwine 1 (Choose both if you pay the entwine cost.)

Dreamborn Muse R LGN
2UU, Cr Spirit, 2/2. At the beginning of each player's upkeep, that player puts the top X cards from his or her library into his or her graveyard, where X is the number of cards in his or her hand.

Echo Tracer C LGN
2U, Cr Wizard, 2/2. Morph 2U. When Echo Tracer is turned face up, return target creature to its owner's hand.

Essence Fracture U ON
3UU, Sor. Return two target creatures to their owners' hands. Cycling 2U (2U, Discard this card from your hand: Draw a card.)

Evacuation R 7/8/ST
3UU, Ins. Return all creatures to their owners' hands.

Fabricate U MD
2U, Sor. Search your library for an artifact card, reveal it, and put it into your hand. Then shuffle your library.

Faces of the Past R SC
2U, Ench. Whenever a creature is put into a graveyard from play, tap or untap all creatures that share a creature type with it.

Fatespinner R MD
1UU, Cr Human Wizard, 1/2. At the beginning of each opponent's upkeep, that player chooses draw step, main phase, or combat phase. The player skips each instance of the chosen step or phase this turn.

Fighting Drake U 7/8/TM
2UU, Cr Drake, 2/4. Flying

Flash Counter C 8/LGD
1U, Ins. Counter target instant spell.

Fleeting Aven U ON
1UU, Cr Bird Wizard, 2/2. Flying. Whenever a player cycles a card, return Fleeting Aven to its owner's hand.

Fleeting Image R 7/8/UL
2U, Cr Illusion, 2/1. Flying. 1U: Return Fleeting Image to its owner's hand.

Flight C A-8
U, EnchCr. Enchanted creature has flying.

Frozen Solid C SC
1UU, EnchCr. Enchanted creature doesn't untap during its controller's untap step. When damage is dealt to enchanted creature, destroy it.

Fugitive Wizard C 8/LGN
U, Cr Wizard, 1/1.

Future Sight R ON
2UUU, Ench. Play with the top card of your library revealed. You may play the top card of your library as though it were in your hand.

Gempalm Sorcerer U LGN
2U, Cr Wizard, 2/2. Cycling 2U. When you cycle Gempalm Sorcerer, all Wizards gain flying until end of turn.

Ghosthelm Courier U ON
2U, Cr Wizard, 2/1. You may choose not to untap Ghosthelm Courier during your untap step. 2U, TAP: As long as Ghosthelm Courier remains tapped, target Wizard gets +2/+2 and can't be the target of spells or abilities.

Giant Octopus C 7/8*/ PO/STR
3U, Cr Octopus, 3/3.

Glintwing Invoker C LGN
4U, Cr Wizard Mutant, 3/3. 7U: Glintwing Invoker gets +3/+3 and gains flying until end of turn.

Graxiplon U ON
5U, Cr Beast, 3/4. Graxiplon is unblockable unless defending player controls three or more creatures that share a creature type.

Hibernation U 7/8/US
2U, Ins. Return all green permanents to their owners' hands.

Hindering Touch C SC
3U, Ins. Counter target spell unless its controller pays 2. Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Horned Turtle C 6-8/TM
2U, Cr Turtle, 1/4.

Imagecrafter C ON
U, Cr Wizard, 1/1. TAP: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.

Index C 8/AP
U, Sor. Look at the top five cards of your library, then put them back in any order.

Inertia Bubble C MD
1U, Ench Art. Enchanted artifact doesn't untap during its controller's untap step.

Information Dealer C ON
1U, Cr Wizard, 1/1. TAP: Look at the top X cards of your library, where X is the number of Wizards in play, then put them back in any order.

Inspiration C 6-8/VS
3U, Ins. Target player draws two cards.

Intruder Alarm R 8/ST
2U, Ench. Creatures don't untap during their controllers' untap steps. Whenever a creature comes into play, untap all creatures.

Invisibility C A-U/8
UU, EnchCr. Enchanted creature can't be blocked except by Walls.

Ixidor, Reality Sculptor R ON
3UU, Cr Wizard Legend, 3/4. Face-down creatures get +1/+1. 2U: Turn target face-down creature face up.

Ixidor's Will C ON
2U, Ins. Counter target spell unless its controller pays 2 for each Wizard in play.

Keeneye Aven C LGN
3U, Cr Bird Soldier, 2/3. Flying. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Keeper of the Nine Gales R LGN
2U, Cr Bird Wizard, 1/2. Flying. TAP, Tap two untapped Birds you control: Return target permanent to its owner's hand.

Long-Term Plans U SC
2U, Ins. Search your library for a card, shuffle your library, then put that card third from the top.

Looming Hoverguard U MD
4UU, Cr Drone, 3/3. Flying When Looming Hoverguard comes into play, put target artifact on top of its owner's library.

Lumengrid Augur R MD
3U, Cr Vedalken Wizard, 2/2. 1, TAP: Target player draws a card, then discards a card from his or her hand. If that player discards an artifact card this way, untap Lumengrid Augur.

Lumengrid Sentinel U MD
2U, Cr Human Wizard, 1/2. Flying Whenever an artifact comes into play under your control, you may tap target permanent.

Lumengrid Warden C MD
1U, Cr Human Wizard, 1/3.

Mage's Guile C ON
1U, Ins. Target creature can't be the target of spells or abilities this turn. Cycling U (U, Discard this card from your hand: Draw a card.)

Mahamoti Djinn R A-4/7/8
4UU, Cr Djinn, 5/6. Flying

Mana Leak C 8/ST
1U, Ins. Counter target spell unless its controller pays 3.

March of the Machines R MD
3U, Ench. Each noncreature artifact is an artifact creature with power and toughness each equal to its converted mana cost. (Equipment that's a creature can't equip a creature.)

Master of the Veil U LGN
2UU, Cr Wizard, 2/3. Morph 2U. When Master of the Veil is turned face up, you may turn target creature with morph face down.

Meddle U MR/ON
1U, Ins. If target spell has only one target and that target is a creature, change that spell's target to another creature.

Merchant of Secrets C 8/LGN
2U, Cr Wizard, 1/1. When Merchant of Secrets comes into play, draw a card.

Merchant Scroll U 8/HL
1U, Sor. Search your library for a blue instant card, reveal that card, and put it into your hand. Then shuffle your library.

Mercurial Kite C SC
3U, Cr Bird, 2/2. Flying. Whenever Mercurial Kite deals combat damage to a creature, tap that creature. It doesn't untap during its controller's next untap step.

Metamorphose U SC
1U, Ins. Put target permanent an opponent controls on top of its owner's library. That opponent may put an artifact, creature, enchantment, or land card from his or her hand into play.

Mind Bend R 8/MR
U, Ins. Change the text of target permanent by replacing all instances of one color word with another or one basic land type with another.

Mind's Desire R SC
4UU, Sor. Shuffle your library. Then remove the top card of your library from the game. Until end of turn, you may play it as though it were in your hand without paying its mana cost. (If it has X in its mana cost, X is 0.) Storm (When you play this spell, copy it for each spell played before it this turn.)

Mischievous Quanar R SC
4U, Cr Beast, 3/3. 3UU: Turn Mischievous Quanar face down. Morph 1UU (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) When Mischievous Quanar is turned face up, copy target instant or sorcery spell. You may choose new targets for that copy.

Mistform Dreamer C ON
2U, Cr Illusion, 2/1. Flying. 1: Mistform Dreamer's type becomes the creature type of your choice until end of turn.

Mistform Mask C ON
1U, EnchCr. 1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Mistform Mutant U ON
4UU, Cr Illusion Mutant, 3/4. 1U: Choose a creature type other than Legend or Wall. Target creature's type becomes that type until end of turn.

Mistform Seaswift C LGN
3U, Cr Illusion, 3/1. Flying. 1: Mistform Seaswift's type becomes the creature type of your choice until end of turn. Morph 1U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Mistform Shrieker U ON
3UU, Cr Illusion, 3/3. Flying. 1: Mistform Shrieker's type becomes the creature type of your choice until end of turn. Morph 3UU (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Mistform Skyreaver R ON
5UU, Cr Illusion, 6/6. Flying. 1: Mistform Skyreaver's type becomes the creature type of your choice until end of turn.

Mistform Sliver C LGN
1U, Cr Illusion Sliver, 1/1. All Slivers have 1: This creature's type becomes the creature type of your choice in addition to its other types until end of turn.

Mistform Stalker U ON
1U, Cr Illusion, 1/1. 1: Mistform Stalker's type becomes the creature type of your choice until end of turn. 2UU: Mistform Stalker gets +2/+2 and gains flying until end of turn.

Mistform Ultimus R LGN
3U, Cr Illusion Legend, 3/3. Mistform Ultimus is every creature type (even if this card isn't in play). Mistform Ultimus may attack as though it weren't a Wall.

Mistform Wakecaster U LGN
4U, Cr Illusion, 2/3. Flying. 1: Mistform Wakecaster's type becomes the creature type of your choice until end of turn. 2UU, TAP: Choose a creature type. The type of each creature you control becomes that type until end of turn.

Mistform Wall C ON
2U, Cr Illusion Wall, 1/4. 1: Mistform Wall's type becomes the creature type of your choice until end of turn.

Mistform Warchief U SC
2U, Cr Illusion, 1/3. Creature spells you play that share a creature type with Mistform Warchief cost 1 less to play. TAP: Mistform Warchief's type becomes the creature type of your choice until end of turn.

Nameless One U ON
3U, Cr Wizard Avatar, */*. Nameless One's power and toughness are each equal to the number of Wizards in play. Morph 2U (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Neurok Familiar C MD
1U, Cr Bird, 1/1. Flying When Neurok Familiar comes into play, reveal the top card of your library. If it's an artifact card, put it into your hand. Otherwise, put it into your graveyard.

Neurok Spy C MD
2U, Cr Human Rogue, 2/2. Neurok Spy is unblockable as long as defending player controls an artifact.

Override C MD
2U, Ins. Counter target spell unless its controller pays 1 for each artifact you control.

Parallel Thoughts R SC
3UU, Ench. When Parallel Thoughts comes into play, search your library for seven cards, remove them from the game in a face-down pile, and shuffle that pile. Then shuffle your library. If you would draw a card, you may instead put the top card of the pile you removed into your hand.

Peer Pressure R ON
3U, Sor. Choose a creature type. If you control more creatures of that type than any other player, you gain control of all creatures of that type. (This effect doesn't end at end of turn.)

Pemmin's Aura U SC
1UU, EnchCr. U: Untap enchanted creature. U: Enchanted creature gains flying until end of turn. U: Enchanted creature can't be the target of spells or abilities this turn. 1: Enchanted creature gets +1/-1 or -1/+1 until end of turn.

Phantom Warrior U 6-8/WL
1UU, Cr Illusion, 2/2. Phantom Warrior is unblockable.

Primoc Escapee U LGN
6U, Cr Bird Beast, 4/4. Flying. Cycling 2

Psychic Membrane U MD
2U, Cr Wall, 0/3. (Walls can't attack.) Whenever Psychic Membrane blocks, you may draw a card.

Psychic Trance R ON
2UU, Ins. Until end of turn, Wizards you control gain TAP: Counter target spell.

Puppeteer U 8/OD
2U, Cr Wizard, 1/2. U, TAP: Tap or untap target creature.

Quicksilver Dragon R ON
4UU, Cr Dragon, 5/5. Flying. U: If target spell has only one target and that target is Quicksilver Dragon, change that spell's target to another creature. Morph 4U

Quicksilver Elemental R MD
3UU, Cr Elemental, 3/4. U: Quicksilver Elemental gains all activated abilities of target creature until end of turn. (If any

THEY'RE GRUESOME.

of the abilities use that creature's name, use this creature's name instead.) You may spend blue mana as though it were mana of any color to pay the activation costs of Quicksilver Elemental's abilities.

Raven Guild Initiate C SC
2U, Cr Wizard, 1/4. Morph—Return a Bird you control to its owner's hand.

Raven Guild Master R SC
1UU, Cr Wizard Mutant, 1/1. Whenever Raven Guild Master deals combat damage to a player, that player removes the top ten cards of his or her library from the game. Morph 2UU

Read the Runes R ON
XU, Ins. Draw X cards. For each card drawn this way, discard a card from your hand unless you sacrifice a permanent.

Regress C MD
2U, Ins. Return target permanent to its owner's hand.

Reminisce U ON
2U, Sor. Target player shuffles his or her graveyard into his or her library.

Remove Soul C 5-8/LGD/CH
1U, Ins. Counter target creature spell.

Rewind U 8/US
2UU, Ins. Counter target spell, then untap up to four lands.

Riptide Biologist C ON
1U, Cr Wizard, 1/2. Protection from Beasts. Morph 2U

Riptide Chronologist U ON
3UU, Cr Wizard, 1/3. U, Sacrifice Riptide Chronologist: Untap all creatures of the type of your choice.

Riptide Director R LGN
2UU, Cr Wizard, 2/3. 2UU, TAP: Draw a card for each Wizard you control.

Riptide Entrancer R ON
1UU, Cr Wizard, 1/1. Whenever Riptide Entrancer deals combat damage to a player, you may sacrifice it. If you do, gain control of target creature that player controls. Morph UU

Riptide Mangler R LGN
1U, Cr Beast, 0/3. 1U: Change Riptide Mangler's power to target creature's power.

Riptide Shapeshifter U ON
3UU, Cr Shapeshifter, 3/3. 2UU, Sacrifice Riptide Shapeshifter: Choose a creature type. Reveal cards from the top of your library until you reveal a creature card of that type. Put that card into play and shuffle the rest into your library.

Riptide Survivor U SC
2U, Cr Wizard, 2/1. Morph 1UU. When Riptide Survivor is turned face up, discard two cards from your hand, then draw three cards.

Rummaging Wizard U ON
3U, Cr Wizard, 2/2. 2U: Look at the top card of your library. You may put that card into your graveyard.

Rush of Knowledge C SC
4U, Sor. Draw cards equal to the highest converted mana cost among permanents you control.

Sage Aven C ON
3U, Cr Bird Wizard, 1/3. Flying. When Sage Aven comes into play, look at the top four cards of your library, then put them back in any order.

Sage of Lat-Nam R 8/AQ
1U, Cr Sage, 1/2. TAP, Sacrifice an artifact: Draw a card.

Sage Owl C 6-8/WL
1U, Cr Bird, 1/1. Flying. When Sage Owl comes into play, look at the top four cards of your library, then put them back in any order.

Scornful Egotist C SC
7U, Cr Wizard, 1/1. Morph U

Screaming Seahawk C ON
4U, Cr Bird, 2/2. Flying. When Screaming Seahawk comes into play, you may search your library for a card named Screaming Seahawk, reveal it, and put it into your hand. If you do, shuffle your library.

Sea Eagle C 8*/STR
1U, Cr Bird, 1/1. Flying

Sea Monster C 6-8/TM
4UU, Cr Serpent, 6/6. Sea Monster can't attack unless defending player controls an Island.

Sea's Claim C ON
U, EnchLand. Enchanted land is an island.

Shared Fate R MD
4U, Ench. If a player would draw a card, that player removes the top card of an opponent's library from the game face down instead. Each player may look at and play cards he or she removed from the game with Shared Fate as though they were in his or her hand.

Shifting Sky R 8/PS
2U, Ench. As Shifting Sky comes into play, choose a color. All nonland permanents are the chosen color.

Shifting Sliver U LGN
3U, Cr Sliver, 2/2. Slivers can't be blocked except by Slivers.

Shoreline Ranger C SC
5U, Cr Bird Soldier, 3/4. Flying. Islandcycling 2

Slipstream Eel C ON
5UU, Cr Beast, 6/6. Slipstream Eel can't attack unless defending player controls an island. Cycling 1U

Slith Strider U MD
1UU, Cr Slith, 1/1. Whenever Slith Strider becomes blocked, draw a card. Whenever Slith Strider deals combat damage to a player, put a +1/+1 counter on it.

Sneaky Homunculus C 8/NM
1U, Cr Illusion, 1/1. Sneaky Homunculus can't block or be blocked by creatures with power 2 or greater.

Somber Hoverguard C MD
5U, Cr Drone, 3/2. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.) Flying

Spiketail Hatchling U 8/PR
1U, Cr Drake, 1/1. Flying. Sacrifice Spiketail Hatchling: Counter target spell unless its controller pays 1.

Spy Network C ON
U, Ins. Look at target player's hand, the top card of that player's library, and any face-down creatures he or she controls. Look at the top four cards of your library, then put them back in any order.

Standardize R ON
UU, Ins. Choose a creature type other than Legend or Wall. Each creature's type becomes that type until end of turn.

Steal Artifact U A-5/7/8
2UU, EnchArt. You control enchanted artifact.

Stifle R SC
U, Ins. Counter target activated or triggered ability.

Storm Crow C 6-8/AL
1U, Cr Bird, 1/2. Flying

Supreme Inquisitor R ON
3UU, Cr Wizard Lord, 1/3. Tap five untapped Wizards you control: Search target player's library for up to five cards and remove them from the game. Then that player shuffles his or her library.

Synapse Sliver R LGN
4U, Cr Sliver, 3/3. Whenever a Sliver deals combat damage to a player, its controller may draw a card.

Telepathy U 7/8/US
U, Ench. Your opponents play with their hands revealed.

Temporal Adept R 7/8/UD
1UU, Cr Wizard, 1/1. UUU, TAP: Return target permanent to its owner's hand.

Temporal Cascade R MD
5UU, Sor. Choose one - Each player shuffles his or her hand and graveyard into his or her library; or each player draws seven cards. Entwine 2 (Choose both if you pay the entwine cost.)

Temporal Fissure C SC
4U, Sor. Return target permanent to its owner's hand. Storm

Thieving Magpie U 7/8/UD
2UU, Cr Bird, 1/3. Flying. Whenever Thieving Magpie deals damage to an opponent, you draw a card.

Thirst for Knowledge U MD
2U, Ins. Draw three cards. Then discard two cards from your hand unless you discard an artifact card from your hand.

Thoughtcast C MD
4U, Sor. Affinity for artifacts (This spell costs 1 less to play for each artifact you control.) Draw two cards.

Thundercloud Elemental U SC
5UU, Cr Elemental, 3/4. Flying. 3U: Tap all creatures with toughness 2 or less. 3U: All other creatures lose flying until end of turn.

Tidal Kraken R 8/MM
5UUU, Cr Monster, 6/6. Tidal Kraken is unblockable.

Trade Routes R 8/MM
1U, Ench. 1: Return target land you control to its owner's hand. 1, Discard a land card from your hand: Draw a card.

Trade Secrets R ON
1UU, Sor. Target opponent draws two cards, then you draw up to four cards. That opponent may repeat this process as many times as he or she chooses.

Treasure Trove U 7/8/EX
2UU, Ench. 2UU: Draw a card.

Trickery Charm C ON
U, Ins. Choose one — Target creature gains flying until end of turn; or target creature's type becomes the creature type of your choice until end of turn; or look at the top four cards of your library, then put them back in any order.

Twiddle C A-U/4/5/7/8
U, Ins. Tap or untap target artifact, creature, or land.

Unsummon C A-8
U, Ins. Return target creature to its owner's hand.

Vedalken Archmage R MD
2UU, Cr Vedalken Wizard, 0/2. Whenever you play an artifact spell, draw a card.

Vizzerdrix R 7/8*/STR
6U, Cr Beast, 6/6.

Voidmage Apprentice C LGN
1U, Cr Wizard, 1/1. Morph 2UU. When Voidmage Apprentice is turned face up, counter target spell.

Voidmage Prodigy R ON
UU, Cr Wizard, 2/1. UU, Sacrifice a Wizard: Counter target spell. Morph U

Wall of Air U A-8
1UU, Cr Wall, 1/5. Flying

Wall of Deceit U LGN
1U, Cr Wall, 0/5. 3: Turn Wall of Deceit face down. Morph U

Wanderguard Sentry C MD
4U, Cr Drone, 3/3. When Wanderguard Sentry comes into play, look at target opponent's hand.

Warped Researcher U LGN
4U, Cr Wizard Mutant, 3/4. Whenever a player cycles a card, Warped Researcher gains flying until end of turn and can't be the target of spells or abilities this turn.

Weaver of Lies R LGN
5UU, Cr Beast, 4/4. Morph 4U. When Weaver of Lies is turned face up, turn any number of target creatures with morph other than Weaver of Lies face down.

Wheel and Deal R ON
3U, Ins. Any number of target opponents each discards his or her hand and draws seven cards. Draw a card.

Willbender U LGN
1U, Cr Wizard, 1/2. Morph 1U. When Willbender is turned face up, change the target of target spell or ability with a single target.

Wind Drake C 6-8/TM
2U, Cr Drake, 2/2. Flying

Words of Wind R ON
2U, Ench. 1: The next time you would draw a card this turn, each player returns a permanent he or she controls to its owner's hand instead.

Wrath of Marit Lage U 8/IA
3UU, Ench. When Wrath of Marit Lage comes into play, tap all red creatures. Red creatures don't untap during their controllers' untap steps.

Zur's Weirding R 5/6/8/IA
3U, Ench. Players play with their hands revealed. If a player would draw a card, he or she reveals it instead. Then any other player may pay 2 life. If a player does, put that card into its owner's graveyard. Otherwise, that player draws the card.

Gold

Bladewing the Risen R SC
3BBRR, Cr Dragon Legend, 4/4. Flying. When Bladewing the Risen comes into play, you may return target Dragon card from your graveyard to play. BR: All Dragons get +1/+1 until end of turn.

Edgewalker U SC
1WB, Cr Cleric, 2/2. Cleric spells you play cost WB less to play. This effect reduces only the amount of colored mana you pay. (For example, if you play a Cleric with mana cost 1W, it costs 1 to play.)

Karona, False God R SC
1WUBRG, Cr Legend, 5/5. Haste. At the beginning of each player's upkeep, that player untaps Karona, False God and gains control of it. Whenever Karona attacks, creatures of the type of your choice get +3/+3 until end of turn.

Sliver Overlord R SC
WUBRG, Cr Sliver Mutant Legend, 7/7. 3: Search your library for a Sliver card, reveal that card, and put it into your hand. Then shuffle your library. 3: Gain control of target Sliver.

Green

Accelerated Mutation C SC
3GG, Ins. Target creature gets +X/+X until end of turn, where X is the highest converted mana cost among permanents you control.

Alpha Status U SC
2G, EnchCr. Enchanted creature gets +2/+2 for each other creature in play that shares a creature type with it.

Ambush Commander R SC
3GG, Cr Elf, 2/2. Forests you control are 1/1 green Elf creatures that are still lands. 1G, Sacrifice an Elf: Target creature gets +3/+3 until end of turn.

Ancient Ooze R SC
5GG, Cr Ooze, */*. Ancient Ooze's power and toughness are each equal to the total converted mana cost of other creatures you control.

Animal Magnetism R ON
4G, Sor. Reveal the top five cards of your library. An opponent chooses a creature card from among them. Put that card into play and the rest into your graveyard.

Barkhide Mauler C ON
4G, Cr Beast, 4/4. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Battlegrowth C MD
G, Ins. Put a +1/+1 counter on target creature.

Berserk Murlodont C LGN
4G, Cr Beast, 3/3. Whenever a Beast becomes blocked, it gets +1/+1 until end of turn for each creature blocking it.

Biorhythm R ON
6GG, Sor. Each player's life total becomes the number of creatures he or she controls.

Birchlore Rangers C ON
G, Cr Elf, 1/1. Tap two untapped Elves you control: Add one mana of any color to your mana pool. Morph G (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Birds of Paradise R A-8
G, Cr Bird, 0/1. Flying. TAP: Add one mana of any color to your mana pool.

Blanchwood Armor U 7/8/US
2G, EnchCr. Enchanted creature gets +1/+1 for each forest you control.

Bloodline Shaman U ON
1G, Cr Elf Wizard, 1/1. TAP: Choose a creature type. Reveal the top card of your library. If that card is a creature card of the chosen type, put it into your hand. Otherwise, put it into your graveyard.

Bloodscent U MD
3G, Ins. All creatures able to block target creature this turn do so.

Branchsnap Lorian U LGN
1GG, Cr Beast, 4/1. Trample. Morph G (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Break Asunder C SC
2GG, Sor. Destroy target artifact or enchantment. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Brontotherium U LGN
4GG, Cr Beast, 5/3. Trample. Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Brood Sliver R LGN
4G, Cr Sliver, 3/3. Whenever a Sliver deals combat damage to a player, its controller may put a 1/1 colorless Sliver creature token into play.

Broodhatch Nantuko U ON
1G, Cr Insect Druid, 1/1. Whenever Broodhatch Nantuko is dealt damage, you may put that many 1/1 green Insect creature tokens into play. Morph 2G (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Brown Ouphe U IA/MD
G, Cr Ouphe, 1/1. 1G, TAP: Counter target activated ability from an artifact source. (Mana abilities can't be countered.)

Call of the Wild R 6/8/WL
2GG, Ench. 2GG: Reveal the top card of your library. If it's a creature card, put it into play. Otherwise, put it into your graveyard.

Caller of the Claw R LGN
2G, Cr Elf, 2/2. You may play Caller of the Claw any time you could play an instant. When Caller of the Claw comes into play, put a 2/2 green Bear creature token into play for each nontoken creature put into your graveyard from play this turn.

Canopy Crawler U LGN
3G, Cr Beast, 2/2. Amplify 1. TAP: Target creature gets +1/+1 until end of turn for each +1/+1 counter on Canopy Crawler.

Canopy Spider C 7/8/TM
1G, Cr Spider, 1/3. Canopy Spider may block as though it had flying.

Centaur Glade U ON
3GG, Ench. 2GG: Put a 3/3 green Centaur creature token into play.

Chain of Acid U ON
3G, Sor. Destroy target noncreature permanent. Then that permanent's controller may copy this spell and may choose a new target for that copy.

Choke U 8/TM
2G, Ench. Islands don't untap during their controllers' untap steps.

Claws of Wirewood U SC
3G, Sor. Claws of Wirewood deals 3 damage to each creature with flying and each player. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Collective Unconscious R 8/MM
4GG, Sor. Draw a card for each creature you control.

Copperhoof Vorrac R MD
3GG, Cr Beast, 2/2. Copperhoof Vorrac gets +1/+1 for each untapped permanent your opponents control.

Craw Wurm C A-5/8
4GG, Cr Wurm, 6/4.

Creeping Mold U 6-8/VS/MD
2GG, Sor. Destroy target artifact, enchantment, or land.

Crown of Vigor C ON
1G, EnchCr. Enchanted creature gets +1/+1. Sacrifice Crown of Vigor: Enchanted creature and other creatures that share a creature type with it get +1/+1 until end of turn.

Deconstruct C MD
2G, Sor. Destroy target artifact. Then add GGG to your mana pool.

Decree of Savagery R SC
7GG, Ins. Put four +1/+1 counters on each creature you control. Cycling 4GG When you cycle Decree of Savagery, you may put four +1/+1 counters on target creature.

Defiant Elf C LGN
G, Cr Elf, 1/1. Trample

Divergent Growth C SC
G, Ins. Until end of turn, lands you control gain "TAP: Add one mana of any color to your mana pool."

Dragon Fangs C SC
1G, EnchCr. Enchanted creature gets +1/+1 and has trample. When a creature with converted mana cost 6 or more comes into play, you may return Dragon Fangs from your graveyard to play enchanting that creature.

Elven Riders U 4-6/LGD/ON
3GG, Cr Elf, 3/3. Elven Riders can't be blocked except by creatures with flying and/or Walls.

Elvish Aberration U SC
5G, Cr Elf Mutant, 4/5. TAP: Add GGG to your mana pool. Forestcycling 2 (2, Discard this card from your hand: Search your library for a forest card, reveal it, and put it into your hand. Then shuffle your library.)

Elvish Champion R 7/8/IN
1GG, Cr Lord, 2/2. All Elves get +1/+1 and have forestwalk.

Elvish Guidance C ON
2G, EnchLand. Whenever enchanted land is tapped for mana, its controller adds G to his or her mana pool for each Elf in play.

Elvish Lyrist U 7/8/US
G, Cr Elf, 1/1. G, TAP, Sacrifice Elvish Lyrist: Destroy target enchantment.

Elvish Pathcutter C ON
3G, Cr Elf, 1/2. 2G: Target Elf gains forestwalk until end of turn.

Elvish Pioneer C 8/ON
G, Cr Elf Druid, 1/1. When Elvish Pioneer comes into play, you may put a basic land card from your hand into play tapped.

Elvish Piper R 7/8/UD
3G, Cr Elf, 1/1. G, TAP: Put a creature card from your hand into play.

Elvish Scrapper U 8/ON
G, Cr Elf, 1/1. G, TAP, Sacrifice Elvish Scrapper: Destroy target artifact.

Elvish Soultiller R LGN
3GG, Cr Elf Mutant, 5/4. When Elvish Soultiller is put into a graveyard from play, choose a creature type. Shuffle all creature cards of that type from your graveyard into your library.

Elvish Vanguard R ON
1G, Cr Elf, 1/1. Whenever another Elf comes into play, put a +1/+1 counter on Elvish Vanguard.

Elvish Warrior C ON
GG, Cr Elf, 2/3.

Emperor Crocodile R 8/UD
3G, Cr Crocodile, 5/5. When you control no other creatures, sacrifice Emperor Crocodile.

Enchantress's Presence R ON
2G, Ench. Whenever you play an enchantment spell, draw a card.

Enormous Baloth U 8*/LGN
6G, Cr Beast, 7/7.

Everglove Courier U ON
2G, Cr Elf, 2/1. You may choose not to untap Everglove Courier during your untap step. 2G, TAP: As long as Everglove Courier remains tapped, target Elf gets +2/+2 and has trample.

Explosive Vegetation U ON
3G, Sor. Search your library for up to two basic land cards and put them into play tapped. Then shuffle your library.

Fangren Hunter C MD
3GG, Cr Beast, 4/4. Trample

Fecundity U 8/US
2G, Ench. Whenever a creature is put into a graveyard from play, that creature's controller may draw a card.

Feral Throwback R LGN
4GG, Cr Beast, 3/3. Amplify 2. Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Fertile Ground C 8/US/IN
1G, EnchLand. Whenever enchanted land is tapped for mana, its controller adds one mana of any color to his or her mana pool.

Fierce Empath C SC
2G, Cr Elf, 1/1. When Fierce Empath comes into play, you may search your library for a creature card with converted mana cost 6 or more, reveal it, and

put it into your hand. Then shuffle your library.

Foratog U 8/MR
2G, Cr Atog, 1/2. G, Sacrifice a forest: Foratog gets +2/+2 until end of turn.

Forgotten Ancient R SC
3G, Cr Elemental, 0/3. Whenever a player plays a spell, you may put a +1/+1 counter on Forgotten Ancient. At the beginning of your upkeep, you may move any number of +1/+1 counters from Forgotten Ancient onto other creatures.

Fungusaur R A-5/8
3G, Cr Fungusaur, 2/2. Whenever Fungusaur is dealt damage, put a +1/+1 counter on it.

Fyndhorn Elder U 5-8/IA
2G, Cr Elf, 1/1. TAP: Add GG to your mana pool.

Gaea's Herald R 8/PS
1G, Cr Elf, 1/1. Creature spells can't be countered.

Gempalm Strider U LGN
1G, Cr Elf, 2/2. Cycling 2GG. When you cycle Gempalm Strider, all Elves get +2/+2 until end of turn.

Giant Badger C 8/PRO
1GG, Cr Badger, 2/2. Whenever Giant Badger blocks, it gets +2/+2 until end of turn.

Giant Growth C A-8/IA
G, Ins. Target creature gets +3/+3 until end of turn.

Giant Spider C A-8
3G, Cr Spider, 2/4. Giant Spider may block as though it had flying.

Gigapede R ON
3GG, Cr Insect, 6/1. Gigapede can't be the target of spells or abilities. At the beginning of your upkeep, if Gigapede is in your graveyard, you may discard a card from your hand. If you do, return Gigapede to your hand.

Glissa Sunseeker R MD
2GG, Cr Elf Legend, 3/2. First strike TAP: Destroy target artifact if its converted mana cost is equal to the amount of mana in your mana pool.

Glowering Rogon C LGN
5G, Cr Beast, 4/4. Amplify 1 (As this card comes into play, put a +1/+1 counter on it for each Beast card you reveal in your hand.)

Grizzly Bears C A-8
1G, Cr Bear, 2/2.

Groffskithur C MD
5G, Cr Beast, 3/3. Whenever Groffskithur becomes blocked, you may return target card named Groffskithur from your graveyard to your hand.

Heedless One U ON
3G, Cr Elf Avatar, */*. Trample. Heedless One's power and toughness are each equal to the number of Elves in play.

Horned Troll C 8/MM
2G, Cr Troll, 2/2. G: Regenerate Horned Troll.

Hum of the Radix R MD
2GG, Ench. Each artifact spell costs 1 more to play for each artifact its controller controls.

Hundroog C LGN
6G, Cr Beast, 4/7. Cycling 3 (3, Discard this card from your hand: Draw a card.)

Hunted Wumpus U 8/MM
3G, Cr Beast, 6/6. When Hunted Wumpus comes into play, each other player may put a creature card from his or her hand into play.

Hunting Pack U SC
5GG, Ins. Put a 4/4 green Beast creature token into play. Storm (When you play this spell, copy it for each spell played before it this turn.)

Hystrodon R ON
4G, Cr Beast, 3/4. Trample. Whenever Hystrodon deals combat damage to a player, you may draw a card. Morph 1GG (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Invigorating Boon U ON
1G, Ench. Whenever a player cycles a card, you may put a +1/+1 counter on target creature.

Journey of Discovery C MD
2G, Sor. Choose one - Search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle your library; or you may play up to two additional lands this turn. Entwine 2G (Choose both if you pay the entwine cost.)

Kamahl, Fist of Krosa R ON
4GG, Cr Druid Legend, 4/3. G: Target land becomes a 1/1 creature until end of turn. It's still a land. 2GGG: Creatures you control get +3/+3 and gain trample until end of turn.

Kamahl's Summons U ON
3G, Sor. Each player may reveal any number of creature cards from his or her hand. Then each player puts a 2/2 green Bear creature token into play for each card he or she revealed this way.

Krosan Cloudscraper R LGN
7GGG, Cr Beast Mutant, 13/13. At the beginning of your upkeep, sacrifice Krosan Cloudscraper unless you pay GG. Morph 7GG (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Krosan Colossus R ON
6GGG, Cr Beast, 9/9. Morph 6GG (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Krosan Drover C SC
3G, Cr Elf, 2/2. Creature spells you play with converted mana cost 6 or more cost 2 less to play.

Krosan Groundshaker U ON
4GGG, Cr Beast, 6/6. G: Target Beast gains trample until end of turn.

Krosan Tusker C ON
5GG, Cr Beast, 6/5. Cycling 2G. When you cycle Krosan Tusker, you may search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Krosan Vorine C LGN
3G, Cr Cat Beast, 3/2. Provoke. Krosan Vorine can't be blocked by more than one creature.

Krosan Warchief U SC
2G, Cr Beast, 2/2. Beast spells you play cost 1 less to play. 1G: Regenerate target Beast.

Kurgadon U SC
4G, Cr Beast, 3/3. Whenever you play a creature spell with converted mana cost 6 or more, put three +1/+1 counters on Kurgadon.

Leery Fogbeast C ON
2G, Cr Beast, 4/2. Whenever Leery Fogbeast becomes blocked, prevent all combat damage that would be dealt this turn.

Lhurgoyf R 5/8/IA
2GG, Cr Lhurgoyf, */1+*. Lhurgoyf's power is equal to the number of creature cards in all graveyards and its toughness is equal to that number plus 1.

Living Hive R MD
6GG, Cr Elemental, 6/6. Trample Whenever Living Hive deals combat damage to a player, put that many 1/1 green Insect creature tokens into play.

Living Terrain U 8/PR
2GG, EnchLand. Enchanted land is a 5/6 green Treefolk creature that's still a land.

Llanowar Behemoth U 8/WL
3GG, Cr Behemoth, 4/4. Tap an untapped creature you control: Llanowar Behemoth gets +1/+1 until end of turn.

Lone Wolf C 7/8/UL
2G, Cr Wolf, 2/2. You may have Lone Wolf deal its combat damage to defending player as though it weren't blocked.

Lure U A-8/IA/MM
1GG, EnchCr. All creatures able to block enchanted creature do so.

Maro R 6-8/MR
2GG, Cr Elemental, */*. Maro's power and toughness are each equal to the number of cards in your hand.

Might of Oaks R 7/8/UL
3G, Ins. Target creature gets +7/+7 until end of turn.

Molder Slug R MD
3GG, Cr Beast, 4/6. At the beginning of each player's upkeep, that player sacrifices an artifact.

Monstrous Growth C 7/8/PO/P2/STR
1G, Sor. Target creature gets +4/+4 until end of turn.

Moss Monster C 8/LGD
3GG, Cr Monster, 3/6.

Mythic Proportions R ON
4GGG, EnchCr. Enchanted creature gets +8/+8 and has trample.

Nantuko Disciple C 8/OD
3G, Cr Insect Druid, 2/2. G, TAP: Target creature gets +2/+2 until end of turn.

Nantuko Vigilante C LGN
3G, Cr Insect Druid Mutant, 3/2. Morph 1G. When Nantuko Vigilante is turned face up, destroy target artifact or enchantment.

Natural Affinity R 8/MM
2G, Ins. Until end of turn, all lands become 2/2 creatures that are still lands.

Naturalize C 8/ON
1G, Ins. Destroy target artifact or enchantment.

Needleshot Gourna C LGN
4GG, Cr Beast, 3/6. Needleshot Gourna may block as though it had flying.

Norwood Ranger C 8/STR
G, Cr Elf, 1/2.

One Dozen Eyes U MD
5G, Sor. Choose one - Put a 5/5 green Beast creature token into play; or put five 1/1 green Insect creature tokens into play. Entwine GGG (Choose both if you pay the entwine cost.)

One with Nature U SC
G, EnchCr. Whenever enchanted creature deals combat damage to a player, you may search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Overwhelming Instinct U ON
2G, Ench. Whenever you attack with three or more creatures, draw a card.

Patron of the Wild C LGN
G, Cr Elf, 1/1. Morph 2G. When Patron of the Wild is turned face up, target creature gets +3/+3 until end of turn.

Plated Slagwurm R MD
4GGG, Cr Wurm, 8/8. Plated Slagwurm can't be the target of spells or abilities your opponents control.

Plow Under R 8/UD
3GG, Sor. Put two target lands on top of their owner's library.

Predator's Strike C MD
1G, Ins. Target creature gets +3/+3 and gains trample until end of turn.

Primal Boost U ON
2G, Ins. Target creature gets +4/+4 until end of turn. Cycling 2G. When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

Primal Whisperer R LGN
4G, Cr Elf Soldier, 2/2. Primal Whisperer gets +2/+2 for each face-down creature in play. Morph 3G

Primeval Force R 8/PO
2GGG, Cr Elemental, 8/8. When Primeval Force comes into play, sacrifice it unless you sacrifice three Forests.

Primitive Etchings R SC
2GG, Ench. Reveal the first card you draw each turn. Whenever you reveal a creature card this way, draw a card.

Quick Sliver C LGN
1G, Cr Sliver, 1/1. You may play Quick Sliver any time you could play an instant. Any player may play Sliver cards any time he or she could play an instant.

Rampant Growth C 6-8/MR/TM
1G, Sor. Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Ravenous Baloth R ON
2GG, Cr Beast, 4/4. Sacrifice a Beast: You gain 4 life.

Regeneration C A-8/IA/MR
1G, EnchCr. G: Regenerate enchanted creature.

Revive U 8/MM
1G, Sor. Return target green card from your graveyard to your hand.

Rhox R 8/NM
4GG, Cr Beast, 5/5. You may have Rhox deal its combat damage to defending player as though it weren't blocked. 2oG: Regenerate Rhox.

Root Elemental R SC
4GG, Cr Elemental, 6/5. Morph 5GG. When Root Elemental is turned face up, you may put a creature card from your hand into play.

Root Sliver U LGN
3G, Cr Sliver, 2/2. Root Sliver can't be countered. Sliver spells can't be countered.

Run Wild U ON
G, Ins. Until end of turn, target creature gains trample and G: Regenerate this creature.

Rushwood Dryad C 8/MM
1G, Cr Dryad, 2/1. Forestwalk

Seedborn Muse R LGN
3GG, Cr Spirit, 2/4. Untap all permanents you control during each other player's untap step.

Serpentine Basilisk U ON
2GG, Cr Basilisk, 2/3. Whenever Serpentine Basilisk deals combat damage to a creature, destroy that creature at end of combat. Morph 1GG

Silklash Spider R ON
3GG, Cr Spider, 2/7. Silklash Spider may block as though it had flying. XGG: Silklash Spider deals X damage to each creature with flying.

Silverback Ape U 8/STR
3GG, Cr Ape, 5/5.

Silvos, Rogue Elemental R ON
3GGG, Cr Elemental Legend, 8/5. Trample. G: Regenerate Silvos, Rogue Elemental.

Slith Predator U MD
GG, Cr Slith, 1/1. Trample Whenever Slith Predator deals combat damage to a player, put a +1/+1 counter on it.

Snarling Undorak C ON
2GG, Cr Beast, 3/3. 2G: Target Beast gets +1/+1 until end of turn. Morph 1GG

Spined Wurm C 7/8/ST
4G, Cr Wurm, 5/4.

Spitting Gourna C ON
3GG, Cr Beast, 3/4. Spitting Gourna may block as though it had flying. Morph 4G

Spitting Spider U 8/PR
3GG, Cr Spider, 3/5. Spitting Spider may block as though it had flying. Sacrifice a land: Spitting Spider deals 1 damage to each creature with flying.

Spreading Algae U 8/US
G, EnchLand. Spreading Algae can enchant only a Swamp. When enchanted land becomes tapped, destroy that land. When Spreading Algae is put into a graveyard from play, return Spreading Algae to its owner's hand.

Sprouting Vines C SC
2G, Ins. Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library. Storm

Stag Beetle R ON
3GG, Cr Insect, 0/0. Stag Beetle comes into play with X +1/+1 counters on it, where X is the number of other creatures in play.

Steely Resolve R ON
1G, Ench. As Steely Resolve comes into play, choose a creature type. Creatures of the chosen type can't be the targets of spells or abilities.

Stonewood Invoker C LGN
1G, Cr Elf Mutant, 2/2. 7G: Stonewood Invoker gets +5/+5 until end of turn.

Stream of Life C A-8
XG, Sor. Target player gains X life.

Sylvan Scrying U MD
1G, Sor. Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.

Symbiotic Beast U ON
4GG, Cr Beast, 4/4. When Symbiotic Beast is put into a graveyard from play, put four 1/1 green Insect creature tokens into play.

Symbiotic Elf C ON
3G, Cr Elf, 2/2. When Symbiotic Elf is put into a graveyard from play, put two 1/1 green Insect creature tokens into play.

Symbiotic Wurm R ON
5GGG, Cr Wurm, 7/7. When Symbiotic Wurm is put into a graveyard from play, put seven 1/1 green Insect creature tokens into play.

Taunting Elf C UD/ON
G, Cr Elf, 0/1. All creatures able to block Taunting Elf do so.

Tel-Jilad Archers C MD
4G, Cr Elf Archer, 2/4. Protection from artifacts Tel-Jilad Archers may block as though it had flying.

Tel-Jilad Chosen C MD
1G, Cr Elf Warrior, 2/1. Protection from artifacts

Tel-Jilad Exile C MD
3G, Cr Troll Warrior, 2/3. 1G:

THEY'RE EVIL.

Regenerate Tel-Jilad Exile.

Tempting Wurm R ON
1G, Cr Wurm, 5/5. When Tempting Wurm comes into play, each opponent may put any number of artifact, creature, enchantment, and/or land cards from his or her hand into play.

Thorn Elemental R 7/8/UD
5GG, Cr Elemental, 7/7. You may have Thorn Elemental deal its combat damage to defending player as though it weren't blocked.

Timberwatch Elf C LGN
2G, Cr Elf, 1/2. TAP: Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

Titanic Bulvox C SC
6GG, Cr Beast, 7/4. Trample. Morph 4GGG

Tooth and Nail R MD
5GG, Sor. Choose one - Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand into play. Entwine 2 (Choose both if you pay the entwine cost.)

Totem Speaker U LGN
4G, Cr Elf Druid, 3/3. Whenever a Beast comes into play, you may gain 3 life.

Towering Baloth U ON
6GG, Cr Beast, 7/6. Morph 6G

Trained Armodon C 6-8/TM
1GG, Cr Elephant, 3/3.

Treespring Lorian C ON
5G, Cr Beast, 5/4. Morph 5G

Treetop Scout C SC
G, Cr Elf, 1/1. Treetop Scout can't be blocked except by creatures with flying.

Tribal Forcemage R LGN
1G, Cr Elf Wizard, 1/1. Morph 1G. When Tribal Forcemage is turned face up, creatures of the type of your choice get +2/+2 and gain trample until end of turn.

Tribal Unity U ON
X2G, Ins. Creatures of the type of your choice get +X/+X until end of turn.

Troll Ascetic R MD
1GG, Cr Troll Shaman, 3/2. Troll Ascetic can't be the target of spells or abilities your opponents control. 1G: Regenerate Troll Ascetic.

Trolls of Tel-Jilad U MD
5GG, Cr Troll Shaman, 5/6. 1G: Regenerate target green creature.

Turn to Dust C MD
G, Ins. Destroy target Equipment. Then add G to your mana pool.

Upwelling R SC
3G, Ench. Mana pools don't empty at the end of phases or turns.

Venomspout Brackus U ON
6G, Cr Beast, 5/5. 1G, TAP: Venomspout Brackus deals 5 damage to target attacking or blocking creature with flying. Morph 3GG

Verdurian Enchantress R A-8
1GG, Cr Druid, 0/2. Whenever you play an enchantment spell, you may draw a card.

Vernal Bloom R 7/8/US
3G, Ench. Whenever a Forest is tapped for mana, its controller adds G to his or her mana pool.

Vexing Beetle R LGN
4G, Cr Insect, 3/3. Vexing Beetle can't be countered. Vexing Beetle gets +3/+3 as long as no opponent controls a creature.

Vine Trellis C 8/MM
1G, Cr Wall, 0/4. TAP: Add G to your mana pool.

Viridian Joiner C MD
2G, Cr Elf Druid, 1/2. TAP: Add an amount of G to your mana pool equal to Viridian Joiner's power.

Viridian Shaman U MD
2G, Cr Elf Shaman, 2/2. When Viridian Shaman comes into play, destroy target artifact.

Vitality Charm C ON
G, Ins. Choose one — Put a 1/1 green Insect creature token into play; or target creature gets +1/+1 and gains trample until end of turn; or regenerate target Beast.

Voice of the Woods R ON
3GG, Cr Elf Lord, 2/2. Tap five untapped Elves you control: Put a 7/7 green Elemental creature token with trample into play.

Wall of Mulch U ON
1G, Cr Wall, 0/4. G, Sacrifice a Wall: Draw a card.

Weird Harvest R ON
XGG, Sor. Each player may search his or her library for up to X creature cards, reveal those cards, and put them into his or her hand. Then each player who searched his or her library this way shuffles it.

Wellwisher C ON
1G, Cr Elf, 1/1. TAP: You gain 1 life for each Elf in play.

Wing Snare U 7/8/UL
2G, Sor. Destroy target creature with flying.

Wirewood Channeler U LGN
3G, Cr Elf, 2/2. TAP: Add X mana of any one color to your mana pool, where X is the number of Elves in play.

Wirewood Elf C ON
1G, Cr Elf, 1/2. TAP: Add G to your mana pool.

Wirewood Guardian C SC
5GG, Cr Elf Mutant, 6/6. Forestcycling 2

Wirewood Herald C ON
1G, Cr Elf, 1/1. When Wirewood Herald is put into a graveyard from play, you may search your library for an Elf card. If you do, reveal that card and put it into your hand. Then shuffle your library.

Wirewood Hivemaster U LGN
1G, Cr Elf, 1/1. Whenever another non-token Elf comes into play, you may put a 1/1 green Insect creature token into play.

Wirewood Pride C ON
G, Ins. Target creature gets +X/+X until end of turn, where X is the number of Elves in play.

Wirewood Savage C ON
2G, Cr Elf, 2/2. Whenever a Beast comes into play, you may draw a card.

Wirewood Symbiote U SC
G, Cr Insect, 1/1. Return an Elf you control to its owner's hand: Untap target creature. Play this ability only once each turn.

Wood Elves C 7/8/EX
2G, Cr Elf, 1/1. When Wood Elves comes into play, search your library for a forest card and put that card into play. Then shuffle your library.

Woodcloaker C SC
5G, Cr Elf, 3/3. Morph 2GG. When Woodcloaker is turned face up, target creature gains trample until end of turn.

Words of Wilding R ON
2G, Ench. 1: The next time you would draw a card this turn, put a 2/2 green Bear creature token into play instead.

Wurmskin Forger C MD
5GG, Cr Elf Warrior, 2/2. When Wurmskin Forger comes into play, distribute three +1/+1 counters among any number of target creatures.

Xantid Swarm R SC
G, Cr Insect, 0/1. Flying. Whenever Xantid Swarm attacks, defending player can't play spells this turn.

Yavimaya Enchantress U 7/8/UD
2G, Cr Druid, 2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.

Land

Ancient Den C MD
Art Land. (Ancient Den isn't a spell.) TAP: Add W to your mana pool.

Barren Moor C ON
Land. Barren Moor comes into play tapped. TAP: Add B to your mana pool. Cycling B (B, Discard this card from your hand: Draw a card.)

Blinkmoth Well U MD
Land. TAP: Add 1 to your mana pool. 2, TAP: Tap target noncreature artifact.

Bloodstained Mire R ON
Land. TAP, Pay 1 life, Sacrifice Bloodstained Mire: Search your library for a swamp or mountain card and put it into play. Then shuffle your library.

City of Brass R 5-8/AN/CH
Land. Whenever City of Brass becomes tapped, it deals 1 damage to you. TAP: Add one mana of any color to your mana pool.

Cloudpost C MD
Land Locus. Cloudpost comes into play tapped. TAP: Add 1 to your mana pool for each Locus in play.

Coastal Tower U 8/IN
Land. Coastal Tower comes into play tapped. TAP: Add W or U to your mana pool.

Contested Cliffs R ON
Land. TAP: Add 1 to your mana pool. RG, TAP: Choose target Beast you control and target creature an opponent controls. Each creature deals damage equal to its power to the other.

Daru Encampment U ON
Land. TAP: Add 1 to your mana pool. W, TAP: Target Soldier gets +1/+1 until end of turn.

Elfhame Palace U 8/IN
Land. Elfhame Palace comes into play tapped. TAP: Add G or W to your mana pool.

Flooded Strand R ON
Land. TAP, Pay 1 life, Sacrifice Flooded Strand: Search your library for a plains or island card and put it into play. Then shuffle your library.

Forgotten Cave C ON
Land. Forgotten Cave comes into play tapped. TAP: Add R to your mana pool. Cycling R (R, Discard this card from your hand: Draw a card.)

Glimmervoid R MD
Land. At end of turn, if you control no artifacts, sacrifice Glimmervoid. TAP: Add one mana of any color to your mana pool.

Goblin Burrows U ON
Land. TAP: Add 1 to your mana pool. 1R, TAP: Target Goblin gets +2/+0 until end of turn.

Grand Coliseum R ON
Land. Grand Coliseum comes into play tapped. TAP: Add 1 to your mana pool. TAP: Add one mana of any color to your mana pool. Grand Coliseum deals 1 damage to you.

Great Furnace C MD
Art Land. (Great Furnace isn't a spell.) TAP: Add R to your mana pool.

Lonely Sandbar C ON
Land. Lonely Sandbar comes into play tapped. TAP: Add U to your mana pool. Cycling U (U, Discard this card from your hand: Draw a card.)

Polluted Delta R ON
Land. TAP, Pay 1 life, Sacrifice Polluted Delta: Search your library for an island or swamp card and put it into play. Then shuffle your library.

Riptide Laboratory R ON
Land. TAP: Add 1 to your mana pool. 1U, TAP: Return target Wizard you control to its owner's hand.

Salt Marsh U 8/IN
Land. Salt Marsh comes into play tapped. TAP: Add U or B to your mana pool.

Seaside Haven U ON
Land. TAP: Add 1 to your mana pool. WU, TAP, Sacrifice a Bird: Draw a card.

Seat of the Synod C MD
Art Land. (Seat of the Synod isn't a spell.) TAP: Add U to your mana pool.

Secluded Steppe C ON
Land. Secluded Steppe comes into play tapped. TAP: Add W to your mana pool. Cycling W

Shivan Oasis U 8/IN
Land. Shivan Oasis comes into play tapped. TAP: Add R or G to your mana pool.

Stalking Stones U TM/MD
Land. TAP: Add 1 to your mana pool. 6: Stalking Stones becomes a 3/3 artifact creature that's still a land. (This effect doesn't end at end of turn.)

Starlit Sanctum U ON
Land. TAP: Add 1 to your mana pool. W, TAP, Sacrifice a Cleric: You gain life equal to that Cleric's toughness. B, TAP, Sacrifice a Cleric: Target player loses life equal to that Cleric's power.

Temple of the False God U SC
Land. TAP: Add 2 to your mana pool. Play this ability only if you control five or more lands.

Tranquil Thicket C ON
Land. Tranquil Thicket comes into play tapped. TAP: Add G to your mana pool. Cycling G

Tree of Tales C MD
Art Land. (Tree of Tales isn't a spell.) TAP: Add G to your mana pool.

Unholy Grotto R ON
Land. TAP: Add 1 to your mana pool. B, TAP: Put target Zombie card from your graveyard on top of your library.

Urborg Volcano U 8/IN
Land. Urborg Volcano comes into play tapped. TAP: Add B or R to your mana pool.

Urza's Mine C 5/8/AQ/CH
Land. TAP: Add 1 to your mana pool. If you control an Urza's Power-Plant and an Urza's Tower, add 2 to your mana pool instead.

Urza's Power Plant C 5/8/AQ/CH
Land. TAP: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Tower, add 2 to your mana pool instead.

Urza's Tower C 5/8/AQ/CH
Land. TAP: Add 1 to your mana pool. If you control an Urza's Mine and an Urza's Power-Plant, add 3 to your mana pool instead.

Vault of Whispers C MD
Art Land. (Vault of Whispers isn't a spell.) TAP: Add B to your mana pool.

Windswept Heath R ON
Land. TAP, Pay 1 life, Sacrifice Windswept Heath: Search your library for a forest or plains card and put it into play. Then shuffle your library.

Wirewood Lodge U ON
Land. TAP: Add 1 to your mana pool. G, TAP: Untap target Elf.

Wooded Foothills R ON
Land. TAP, Pay 1 life, Sacrifice Wooded Foothills: Search your library for a mountain or forest card and put it into play. Then shuffle your library.

Red

Aether Charge U ON
4R, Ench. Whenever a Beast comes into play under your control, you may have it deal 4 damage to target opponent.

Aggravated Assault R ON
2R, Ench. 3RR: Untap all creatures you control. After this phase, there is an additional combat phase followed by an additional main phase. Play this ability only any time you could play a sorcery.

Airdrop Condor U ON
4R, Cr Bird, 2/2. Flying. 1R, Sacrifice a Goblin: Airdrop Condor deals damage equal to the sacrificed Goblin's power to target creature or player.

Anaba Shaman C 6/8/HL
3R, Cr Minotaur, 2/2. R, TAP: Anaba Shaman deals 1 damage to target creature or player.

Arc-Slogger R MD
3RR, Cr Beast, 4/5. R, Remove the top ten cards of your library from the game: Arc-Slogger deals 2 damage to target creature or player.

Atog U R/5/AQ/MD
1R, Cr Atog, 1/2. Sacrifice an artifact: Atog gets +2/+2 until end of turn.

Avarax U ON
3RR, Cr Beast, 3/3. Haste. When Avarax comes into play, you may search your library for a card named Avarax, reveal it, and put it into your hand. If you do, shuffle your library. 1R: Avarax gets +1/+0 until end of turn.

Balduvian Barbarians C 6-8/IA
1RR, Cr Barbarian, 3/2.

Battering Craghorn C ON
2RR, Cr Beast, 3/1. First Strike. Morph 1RR (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Blade Sliver U LGN
2R, Cr Sliver, 2/2. All Slivers get +1/+0.

Blaze U 6-8/PO/P2/P3
XR, Sor. Blaze deals X damage to target creature or player.

Blistering Firecat R ON
1RRR, Cr Cat, 7/1. Trample, haste. At end of turn, sacrifice Blistering Firecat. Morph RR (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Blood Moon R 8/DK/CH
2R, Ench. Nonbasic lands are mountains.

Bloodshot Cyclops R 7/8/UD
5R, Cr Giant, 4/4. TAP, Sacrifice a creature: Bloodshot Cyclops deals damage equal to the sacrificed creature's power to target creature or player.

Bloodstoke Howler C LGN
5R, Cr Beast, 3/4. Morph 6R. When Bloodstoke Howler is turned face up, Beasts you control get +3/+0 until end of turn.

Boil U 6-8/TM
3R, Ins. Destroy all islands.

Bonethorn Valesk C SC
4R, Cr Beast, 4/2. Whenever a creature is turned face up, Bonethorn Valesk deals 1 damage to target creature or player.

Break Open C ON
1R, Ins. Turn target face-down creature an opponent controls face up.

Brightstone Ritual C ON
R, Ins. Add R to your mana pool for each Goblin in play.

Butcher Orgg R ON
4RRR, Cr Orgg, 6/6. You may divide Butcher Orgg's combat damage as you choose among defending player and/or any number of creatures he or she controls.

Canyon Wildcat C 8/TM
1R, Cr Cat, 2/1. Mountainwalk

Carbonize U SC
2R, Ins. Carbonize deals 3 damage to target creature or player. That creature can't be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Chain of Plasma U ON
1R, Ins. Chain of Plasma deals 3 damage to target creature or player. Then that player or that creature's controller may discard a card from his or her hand. If the player does, he or she may copy this spell and may choose a new target for that copy.

Charging Slateback C ON
4R, Cr Beast, 4/3. Charging Slateback can't block. Morph 4R (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Chartooth Cougar C SC
5R, Cr Cat Beast, 4/4. R: Chartooth Cougar gets +1/+0 until end of turn. Mountaincycling 2 (2, Discard this card from your hand: Search your library for a mountain card, reveal it, and put it into your hand. Then shuffle your library.)

Cinder Wall C 8/WL
R, Cr Wall, 3/3. When Cinder Wall blocks, destroy it at end of combat.

Clickslither R LGN
1RRR, Cr Insect, 3/3. Haste. Sacrifice a Goblin: Clickslither gets +2/+2 and gains trample until end of turn.

Commando Raid U ON
2R, Ins. Until end of turn, target creature you control gains When this creature deals combat damage to a player, you may have it deal damage equal to its power to target creature that player controls.

Confusion in the Ranks R MD
3RR, Ench. Whenever an artifact, creature, or enchantment comes into play, its controller chooses target permanent another player controls that shares a type with it. Exchange control of those permanents.

Crested Craghorn C LGN
4R, Cr Beast, 4/1. Haste. Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Crown of Fury C ON
1R, EnchCr. Enchanted creature gets +1/+0 and has first strike. Sacrifice Crown of Fury: Enchanted creature and other creatures that share a creature type with it get +1/+0 and gain first strike until end of turn.

Custody Battle U ON
1R, EnchCr. Enchanted creature has At the beginning of your upkeep, target opponent gains control of this creature unless you sacrifice a land.

Decree of Annihilation R SC
8RR, Sor. Remove all artifacts, creatures, lands, graveyards, and hands from the game. Cycling 5RR When you cycle Decree of Annihilation, destroy all lands.

Demolish U 8/OD
3R, Sor. Destroy target artifact or land.

Detonate U 4/5/AQ/MD
XR, Sor. Destroy target artifact with converted mana cost X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

Dragon Breath C SC
1R, EnchCr. Enchanted creature has haste. R: Enchanted creature gets +1/+0 until end of turn. When a creature with converted mana cost 6 or more comes into play, you may return Dragon Breath from your graveyard to play enchanting that creature.

Dragon Mage R SC
5RR, Cr Dragon Wizard, 5/5. Flying. Whenever Dragon Mage deals combat damage to a player, each player discards his or her hand and draws seven cards.

Dragon Roost R ON
4RR, Ench. 5RR: Put a 5/5 red Dragon creature token with flying into play.

Dragon Tyrant R SC
8RR, Cr Dragon, 6/6. Flying, trample. Double strike (This creature deals both first-strike and regular combat damage.) At the beginning of your upkeep, sacrifice Dragon Tyrant unless you pay RRRR. R: Dragon Tyrant gets +1/+0 until end of turn.

Dragonspeaker Shaman U SC
1RR, Cr Barbarian, 2/2. Dragon spells you play cost 2 less to play.

Dragonstorm R SC
8R, Sor. Search your library for a Dragon card and put it into play. Then shuffle your library. Storm (When you play this spell, copy it for each spell played before it this turn.)

Dwarven Blastminer U ON
1R, Cr Dwarf, 1/1. 2R, TAP: Destroy target nonbasic land. Morph R (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Dwarven Demolition Team U A-U/8
2R, Cr Dwarf, 1/1. TAP: Destroy target Wall.

Electrostatic Bolt C MD
R, Ins. Electrostatic Bolt deals 2 damage to target creature. If it's an artifact creature, Electrostatic Bolt deals 4 damage to it instead.

Embermage Goblin U ON
3R, Cr Goblin Wizard, 1/1. When Embermage Goblin comes into play, you may search your library for a card named Embermage Goblin, reveal it, and put it into your hand. If you do, shuffle your library. TAP: Embermage Goblin deals 1 damage to target creature or player.

Enrage U 8/SC
XR, Ins. Target creature gets +X/+0 until end of turn.

Erratic Explosion C ON
2R, Sor. Choose target creature or player. Reveal cards from the top of your library until you reveal a nonland card. Erratic Explosion deals damage equal to that card's converted mana cost to that creature or player. Put the revealed cards on the bottom of your library in any order.

Extra Arms U SC
4R, EnchCr. Whenever enchanted creature attacks, it deals 2 damage to target creature or player.

Fever Charm C ON
R, Ins. Choose one - Target creature gains haste until end of turn; or target creature gets +2/+0 until end of turn; or Fever Charm deals 3 damage to target Wizard.

Fiery Gambit R MD
2R, Sor. Flip a coin until you lose a flip

or choose to stop flipping. If you lose a flip, Fiery Gambit has no effect. If you win one or more flips, Fiery Gambit deals 3 damage to target creature. If you win two or more flips, Fiery Gambit deals 6 damage to each opponent. If you win three or more flips, draw nine cards and untap all lands you control.

Fists of the Anvil C MD
1R, Ins. Target creature gets +4/+0 until end of turn.

Flamestick Courier U ON
2R, Cr Goblin, 2/1. You may choose not to untap Flamestick Courier during your untap step. 2R, TAP: As long as Flamestick Courier remains tapped, target Goblin gets +2/+2 and has haste.

Flamewave Invoker C LGN
2R, Cr Goblin Mutant, 2/2. 7R: Flamewave Invoker deals 5 damage to target player.

Flashfires U A-6/8
3R, Sor. Destroy all plains.

Forge Armor U MD
4R, Ins. As an additional cost to play Forge Armor, sacrifice an artifact. Put X +1/+1 counters on target creature, where X is the sacrificed artifact's converted mana cost.

Form of the Dragon R SC
4RRR, Ench. At the beginning of your upkeep, Form of the Dragon deals 5 damage to target creature or player. At the end of each turn, your life total becomes 5. Creatures without flying can't attack you.

Fractured Loyalty U MD
1R, EnchCr. Whenever enchanted creature becomes the target of a spell or ability, that spell or ability's controller gains control of enchanted creature. (This effect doesn't end at end of turn.)

Frenetic Raptor U LGN
5R, Cr Beast, 6/6. Beasts can't block.

Furnace of Rath R 8/TM
1RRR, Ench. If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Gempalm Incinerator U LGN
2R, Cr Goblin, 2/1. Cycling 1R. When you cycle Gempalm Incinerator, you may have it deal X damage to target creature, where X is the number of Goblins in play.

Goblin Assassin U LGN
3RR, Cr Goblin Assassin, 2/2. Whenever Goblin Assassin or another Goblin comes into play, each player flips a coin. Each player whose coin comes up tails sacrifices a creature.

Goblin Brigand C SC
1R, Cr Goblin, 2/2. Goblin Brigand attacks each turn if able.

Goblin Chariot C 7/8/STR
2R, Cr Goblin, 2/2. Haste

Goblin Clearcutter U LGN
3R, Cr Goblin, 3/3. TAP, Sacrifice a forest: Add three mana in any combination of red and/or green to your mana pool.

Goblin Dynamo U LGN
5RR, Cr Goblin Mutant, 4/4. TAP: Goblin Dynamo deals 1 damage to target creature or player. XR, TAP, Sacrifice Goblin Dynamo: Goblin Dynamo deals X damage to target creature or player.

Goblin Firebug C LGN
1R, Cr Goblin, 2/2. When Goblin Firebug leaves play, sacrifice a land.

Goblin Glider U 7/8/ P2/STR
1R, Cr Goblin, 1/1. Flying. Goblin Glider can't block.

Goblin Goon R LGN
3R, Cr Goblin Mutant, 6/6. Goblin Goon can't attack unless you control more creatures than defending player. Goblin Goon can't block unless you control more creatures than attacking player.

Goblin Grappler C LGN
R, Cr Goblin, 1/1. Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Goblin King R A-8
1RR, Cr Lord, 2/2. All Goblins get +1/+1 and have mountainwalk.

Goblin Lookout C LGN
1R, Cr Goblin, 1/2. TAP, Sacrifice a Goblin: All Goblins get +2/+0 until end of turn.

Goblin Machinist U ON
4R, Cr Goblin, 0/5. 2R: Reveal cards from the top of your library until you reveal a nonland card. Goblin Machinist gets +X/+0 until end of turn, where X is that card's converted mana cost. Put the revealed cards on the bottom of your library in any order.

Goblin Piledriver R ON
1R, Cr Goblin, 1/2. Protection from blue. Whenever Goblin Piledriver attacks, it gets +2/+0 until end of turn for each other attacking Goblin.

Goblin Psychopath U SC
3R, Cr Goblin Mutant, 5/5. Whenever Goblin Psychopath attacks or blocks, flip a coin. If you lose the flip, the next time it would deal combat damage this turn, it deals that damage to you instead.

Goblin Pyromancer R ON
3R, Cr Goblin Wizard, 2/2. When Goblin Pyromancer comes into play, all Goblins get +3/+0 until end of turn. At end of turn, destroy all Goblins.

Goblin Raider C 7/8/US
1R, Cr Goblin, 2/2. Goblin Raider can't block.

Goblin Sharpshooter R ON
2R, Cr Goblin, 1/1. Goblin Sharpshooter doesn't untap during your untap step. Whenever a creature is put into a graveyard from play, untap Goblin Sharpshooter. TAP: Goblin Sharpshooter deals 1 damage to target creature or player.

Goblin Sky Raider C ON
2R, Cr Goblin, 1/2. Flying

Goblin Sledder C ON
R, Cr Goblin, 1/1. Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

Goblin Striker C MD
1R, Cr Goblin Berserker, 1/1. First strike, haste

Goblin Taskmaster C ON
R, Cr Goblin, 1/1. 1R: Target Goblin gets +1/+0 until end of turn. Morph R (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Goblin War Strike C SC
R, Sor. Goblin War Strike deals damage equal to the number of Goblins you control to target player.

Goblin Warchief U SC
1RR, Cr Goblin, 2/2. Goblin spells you play cost 1 less to play. Goblins you control have haste.

Grab the Reins U MD
3R, Ins. Choose one - Until end of turn, you gain control of target creature and it gains haste; or sacrifice a creature, then Grab the Reins deals damage equal to that creature's power to target creature or player. Entwine 2R (Choose both if you pay the entwine cost.)

Grand Melee R ON
3R, Ench. All creatures attack each turn if able. All creatures block each turn if able.

Gratuitous Violence R ON
2RRR, Ench. If a creature you control would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Grip of Chaos R SC
4RR, Ench. Whenever a spell or ability is put onto the stack, if it has a single target, reselect its target at random. (Select from among all legal targets.)

Guerrilla Tactics U 8/AL
1R, Ins. Guerrilla Tactics deals 2 damage to target creature or player. When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Hammer of Bogardan R 6/8/MR
1RR, Sor. Hammer of Bogardan deals 3 damage to target creature or player. 2RRR: Return Hammer of Bogardan from your graveyard to your hand. Play this ability only during your upkeep.

Hill Giant C A-5/7/8
3R, Cr Giant, 3/3.

Hulking Cyclops U 6/8/VS
3RR, Cr Giant, 5/5. Hulking Cyclops can't block.

Hunter Sliver C LGN
1R, Cr Sliver, 1/1. All Slivers have provoke. (When a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)

Imperial Hellkite R LGN
5RR, Cr Dragon, 6/6. Flying. Morph 6RR (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) When Imperial Hellkite is turned face up, you may search your library for a Dragon card, reveal it, and put it into your hand. If you do, shuffle your library.

Incite War C MD
2R, Ins. Choose one - Creatures target player controls attack this turn if able; or creatures you control gain first strike until end of turn. Entwine 2 (Choose both if you pay the entwine cost.)

Inferno R 4-8/DK
5RR, Ins. Inferno deals 6 damage to each creature and each player.

Insurrection R ON
5RRR, Sor. Untap all creatures and gain control of them until end of turn. They gain haste until end of turn.

Kaboom! R ON
4R, Sor. Choose any number of target players. For each of those players, reveal cards from the top of your library until you reveal a nonland card. Kaboom! deals damage equal to that card's converted mana cost to that player, then you put the revealed cards on the bottom of your library in any order.

Kilnmouth Dragon R LGN
5RR, Cr Dragon, 5/5. Amplify 3. Flying TAP: Kilnmouth Dragon deals damage equal to the number of +1/+1 counters on it to target creature or player.

Krark-Clan Grunt C MD
2R, Cr Goblin Warrior, 2/2. Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.

Krark-Clan Shaman C MD
R, Cr Goblin Shaman, 1/1. Sacrifice an artifact: Krark-Clan Shaman deals 1 damage to each creature without flying.

Lava Axe C 7/8/UL
4R, Sor. Lava Axe deals 5 damage to target player.

Lava Hounds R 8/WL
2RR, Cr Hound, 4/4. Haste. When Lava Hounds comes into play, it deals 4 damage to you.

Lavaborn Muse R LGN
3R, Cr Spirit, 3/3. At the beginning of each opponent's upkeep, if that player has two or fewer cards in hand, Lavaborn Muse deals 3 damage to him or her.

Lavamancer's Skill C ON
1R, EnchCr. Enchanted creature has TAP: This creature deals 1 damage to target creature. If enchanted creature is a Wizard, it has TAP: This creature deals 2 damage to target creature.

Lay Waste C US/ON
3R, Sor. Destroy target land. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Lesser Gargadon U 8/PR
2RR, Cr Beast, 6/4. Whenever Lesser Gargadon attacks or blocks, sacrifice a land.

Lightning Blast C 6-8/TM
3R, Ins. Lightning Blast deals 4 damage to target creature or player.

Lightning Elemental C 7/8/TM
3R, Cr Elemental, 4/1. Haste

Lightning Rift U ON
1R, Ench. Whenever a player cycles a card, you may pay 1. If you do, Lightning Rift deals 2 damage to target creature or player.

Macetail Hystrodon C LGN
6R, Cr Beast, 4/4. First strike, haste. Cycling 3 (3, Discard this card from your hand: Draw a card.)

Magma Sliver R LGN
3R, Cr Sliver, 3/3. All Slivers have TAP: Target Sliver gets +X/+0 until end of turn, where X is the number of Slivers in play.

Mana Clash R 4/5/7/ 8/DK
R, Sor. You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads on the same flip.

Mana Echoes R ON
2RR, Ench. Whenever a creature comes into play, you may add 1 to your mana pool for each creature you control that shares a creature type with it.

Mass Hysteria R MD
R, Ench. All creatures have haste.

Megatog R MD
4RR, Cr Atog, 3/4. Sacrifice an artifact: Megatog gets +3/+3 and gains trample until end of turn.

Menacing Ogre R ON
3RR, Cr Ogre, 3/3. Trample, haste. When Menacing Ogre comes into play, each player secretly chooses a number. Then those numbers are revealed. Each player with the highest number loses that much life. If you are one of those players, put two +1/+1 counters on Menacing Ogre.

Misguided Rage C SC
2R, Sor. Target player sacrifices a permanent.

Mogg Sentry R 8/PS
R, Cr Goblin, 1/1. Whenever an opponent plays a spell, Mogg Sentry gets +2/+2 until end of turn.

Molten Rain C MD
1RR, Sor. Destroy target land. If that land is nonbasic, Molten Rain deals 2 damage to the land's controller.

Nosy Goblin C ON
2R, Cr Goblin, 2/1. TAP, Sacrifice Nosy Goblin: Destroy target face-down creature.

Obliterate R 8/IN
6RR, Sor. Obliterate can't be countered. Destroy all artifacts, creatures, and lands. They can't be regenerated.

Ogre Leadfoot C MD
4R, Cr Ogre, 3/3. Whenever Ogre Leadfoot becomes blocked by an artifact creature, destroy that creature.

Ogre Taskmaster U 7/8/MM
3R, Cr Ogre, 4/3. Ogre Taskmaster can't block.

Okk R 7/8/US
1R, Cr Goblin, 4/4. Okk can't attack unless a creature with greater power also attacks. Okk can't block unless a creature with greater power also blocks.

Orcish Artillery U A-8
1RR, Cr Orc, 1/3. TAP: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Orcish Spy C 8/FE
R, Cr Orc, 1/1. TAP: Look at the top three cards of target player's library.

Panic Attack C 8/PR
2R, Sor. Up to three target creatures can't block this turn.

Pinpoint Avalanche C ON
3RR, Ins. Pinpoint Avalanche deals 4 damage to target creature. The damage can't be prevented.

Pyroclasm U 7/8/IA
1R, Sor. Pyroclasm deals 2 damage to each creature.

Pyrostatic Pillar U SC
1R, Ench. Whenever a player plays a spell with converted mana cost 3 or less, Pyrostatic Pillar deals 2 damage to that player.

Pyrotechnics U 4-8/LGD
4R, Sor. Pyrotechnics deals 4 damage divided as you choose among any number of target creatures and/or players.

Raging Goblin C 6-8/EX
R, Cr Goblin, 1/1. Haste

Reckless One U ON
3R, Cr Goblin Avatar, */*. Haste. Reckless One's power and toughness are each equal to the number of Goblins in play.

Reflexes C 7/8/US
R, EnchCr. Enchanted creature has first strike.

Relentless Assault R 6-8/VS
2RR, Sor. Untap all creatures that attacked this turn. After this phase, there is an additional combat phase followed by an additional main phase.

Ridgeline Ranger C 8/PR
2R, Cr Beast, 1/2. R: Ridgeline Ranger gets +1/+0 until end of turn.

Ridgetop Raptor U LGN
3R, Cr Beast, 2/1. Double strike

Risky Move R ON
3RRR, Ench. At the beginning of each player's upkeep, that player gains control of Risky Move. When you gain control of Risky Move from another player, choose a creature you control and an opponent. Flip a coin. If you lose the flip, that opponent gains control of that creature.

Rock Jockey C SC
2R, Cr Goblin, 3/3. You can't play Rock Jockey if you played a land this turn. You can't play lands if you played Rock

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UPPER DECK ENTERTAINMENT

Jockey this turn.

Rockshard Elemental R LGN
5RR, Cr Elemental, 4/3. Double strike. Morph 4RR

Rorix Bladewing R ON
3RRR, Cr Dragon Legend, 6/5. Flying, haste

Rukh Egg R 8/AN
3R, Cr Egg, 0/3. When Rukh Egg is put into a graveyard from play, put a 4/4 red Rukh creature token with flying into play at end of turn.

Rustmouth Ogre U MD
4RR, Cr Ogre, 5/4. Whenever Rustmouth Ogre deals combat damage to a player, you may destroy target artifact that player controls.

Sabretooth Tiger C 5-8/IA
2R, Cr Cat, 2/1. First strike

Scattershot C SC
2R, Ins. Scattershot deals 1 damage to target creature. Storm

Searing Flesh U ON
6R, Sor. Searing Flesh deals 7 damage to target opponent.

Searing Wind R 8/PR
8R, Ins. Searing Wind deals 10 damage to target creature or player.

Seething Song C MD
2R, Ins. Add RRRRR to your mana pool.

Seismic Assault R 7/8/EX
RRR, Ench. Discard a land card from your hand: Seismic Assault deals 2 damage to target creature or player.

Shaleskin Bruiser U ON
6R, Cr Beast, 4/4. Trample. Whenever Shaleskin Bruiser attacks, it gets +3/+0 until end of turn for each other attacking Beast.

Shaleskin Plower C LGN
3R, Cr Beast, 3/2. Morph 4R. When Shaleskin Plower is turned face up, destroy target land.

Shatter C A-8/IA/ TM/MD
1R, Ins. Destroy target artifact.

Shivan Dragon R A-5/7/8
4RR, Cr Dragon, 5/5. Flying. R: Shivan Dragon gets +1/+0 until end of turn.

Shock C 6-8/ ST/ON
R, Ins. Shock deals 2 damage to target creature or player.

Shock Troops C 8/MM
3R, Cr Soldier, 2/2. Sacrifice Shock Troops: Shock Troops deals 2 damage to target creature or player.

Shrapnel Blast U MD
1R, Ins. As an additional cost to play Shrapnel Blast, sacrifice an artifact. Shrapnel Blast deals 5 damage to target creature or player.

Siege-Gang Commander R SC
3RR, Cr Goblin, 2/2. When Siege-Gang Commander comes into play, put three 1/1 red Goblin creature tokens into play. 1R, Sacrifice a Goblin: Siege-Gang Commander deals 2 damage to target creature or player.

Sizzle C 8/MM
2R, Sor. Sizzle deals 3 damage to each opponent.

Skirk Alarmist R LGN
1R, Cr Wizard, 1/2. Haste. TAP: Turn target face-down creature you control face up. At end of turn, sacrifice it.

Skirk Commando C ON
1RR, Cr Goblin, 2/1. Whenever Skirk Commando deals combat damage to a player, you may have it deal 2 damage to target creature that player controls. Morph 2R

Skirk Drill Sergeant U LGN
1R, Cr Goblin, 2/1. Whenever Skirk Drill Sergeant or another Goblin is put into a graveyard from play, you may pay 2R. If you do, reveal the top card of your library. If it's a Goblin card, put it into play. Otherwise, put it into your graveyard.

Skirk Fire Marshal R ON
3RR, Cr Goblin Lord, 2/2. Protection from red. Tap five untapped Goblins you control: Skirk Fire Marshal deals 10 damage to each creature and each player.

Skirk Marauder C LGN
1R, Cr Goblin, 2/1. Morph 2R. When Skirk Marauder is turned face up, it deals 2 damage to target creature or player.

Skirk Outrider C LGN
3R, Cr Goblin, 2/2. Skirk Outrider gets +2/+2 and has trample as long as you control a Beast.

Skirk Prospector C ON
R, Cr Goblin, 1/1. Sacrifice a Goblin: Add R to your mana pool.

Skirk Volcanist U SC
3R, Cr Goblin, 3/1. Morph—Sacrifice two mountains. When Skirk Volcanist is turned face up, it deals 3 damage divided as you choose among any number of target creatures.

Skittish Valesk U ON
6R, Cr Beast, 5/5. At the beginning of your upkeep, flip a coin. If you lose the flip, turn Skittish Valesk face down. Morph 5R

Slice and Dice U ON
4RR, Sor. Slice and Dice deals 4 damage to each creature. Cycling 2R. When you cycle Slice and Dice, you may have it deal 1 damage to each creature.

Slith Firewalker U MD
RR, Cr Slith, 1/1. Haste Whenever Slith Firewalker deals combat damage to a player, put a +1/+1 counter on it.

Snapping Thragg U ON
4R, Cr Beast, 3/3. Whenever Snapping Thragg deals combat damage to a player, you may have it deal 3 damage to target creature that player controls. Morph 4RR

Solar Blast C ON
3R, Ins. Solar Blast deals 3 damage to target creature or player. Cycling 1RR. When you cycle Solar Blast, you may have it deal 1 damage to target creature or player.

Spark Spray C SC
R, Ins. Spark Spray deals 1 damage to target creature or player. Cycling R

Sparksmith C ON
1R, Cr Goblin, 1/1. TAP: Sparksmith deals X damage to target creature and X damage to you, where X is the number of Goblins in play.

Spikeshot Goblin C MD
2R, Cr Goblin Shaman, 1/2. R, TAP: Spikeshot Goblin deals damage equal to its power to target creature or player.

Spitfire Handler U ON
1R, Cr Goblin, 1/1. Spitfire Handler can't block creatures with power greater than Spitfire Handler's power. R: Spitfire Handler gets +1/+0 until end of turn.

Spurred Wolverine C ON
4R, Cr Beast, 3/2. Tap two untapped Beasts you control: Target creature gains first strike until end of turn.

Starstorm R ON
XRR, Ins. Starstorm deals X damage to each creature. Cycling 3

Stone Rain C A-8/IA/ MR/TM/ MM
2R, Sor. Destroy target land.

Sudden Impact U 7/8/TM
3R, Ins. Sudden Impact deals damage equal to the number of cards in target player's hand to that player.

Sulfuric Vortex R SC
1RR, Ench. At the beginning of each player's upkeep, Sulfuric Vortex deals 2 damage to that player. If a player would gain life, that player gains no life instead.

Tephraderm R ON
4R, Cr Beast, 4/5. Whenever a creature deals damage to Tephraderm, Tephraderm deals that much damage to that creature. Whenever a spell deals damage to Tephraderm, Tephraderm deals that much damage to that spell's controller.

Thieves' Auction R 8/MM
4RRR, Sor. Set aside all cards in play. Starting with you, each player chooses one of the cards set aside and puts it into play tapped under his or her control. Repeat this process until all those cards have been chosen.

Thoughtbound Primoc U ON
2R, Cr Bird Beast, 2/3. Flying. At the beginning of your upkeep, if a player controls more Wizards than any other player, he or she gains control of Thoughtbound Primoc.

Threaten U ON
2R, Sor. Untap target creature and gain control of it until end of turn. That creature gains haste until end of turn.

Thunder of Hooves U ON
3R, Sor. Thunder of Hooves deals X damage to each creature without flying and each player, where X is the number of Beasts in play.

Torrent of Fire C SC
3RR, Sor. Torrent of Fire deals damage equal to the highest converted mana cost among permanents you control to target creature or player.

Trash for Treasure R MD
2R, Sor. As an additional cost to play Trash for Treasure, sacrifice an artifact. Return target artifact card from your graveyard to play.

Tremor C 6-8/VS/MM
R, Sor. Tremor deals 1 damage to each creature without flying.

Two-Headed Dragon R 8/MM
4RR, Cr Dragon, 4/4. Flying. 1R: Two-Headed Dragon gets +2/+0 until end of turn. Two-Headed Dragon can't be blocked except by two or more creatures. Two-Headed Dragon may block an additional creature.

Uncontrolled Infestation C SC
1R, EnchLand. Uncontrolled Infestation can enchant only a nonbasic land. When enchanted land becomes tapped, destroy it.

Unstable Hulk R LGN
1RR, Cr Goblin Mutant, 2/2. Morph 3RR. When Unstable Hulk is turned face up, it gets +6/+6 and gains trample until end of turn. You skip your next turn.

Viashino Sandstalker U 8/VS
1RR, Cr Viashino, 4/2. Haste. At end of turn, return Viashino Sandstalker to its owner's hand.

Volcanic Hammer C 7/8/PO/ P2/STR
1R, Sor. Volcanic Hammer deals 3 damage to target creature or player.

Vulshok Battlemaster R MD
4R, Cr Human Warrior, 2/2. Haste When Vulshok Battlemaster comes into play, attach all Equipment in play to it. (Control of the Equipment doesn't change.)

Vulshok Berserker C MD
3R, Cr Human Berserker, 3/2. Haste

Wall of Stone U A-5/8
1RR, Cr Wall, 0/8.

War Elemental R MD
RRR, Cr Elemental, 1/1. When War Elemental comes into play, sacrifice it unless an opponent was dealt damage this turn. Whenever damage is dealt to an opponent, put that many +1/+1 counters on War Elemental.

Warbreak Trumpeter U LGN
R, Cr Goblin, 1/1. Morph XXR. When Warbreak Trumpeter is turned face up, put X 1/1 red Goblin creature tokens into play.

Wave of Indifference C ON
XR, Sor. X target creatures can't block this turn.

Words of War R ON
2R, Ench. 1: The next time you would draw a card this turn, Words of War deals 2 damage to target creature or player instead.

White

Ageless Sentinels R SC
3W, Cr Wall, 4/4. Flying. When Ageless Sentinels blocks, its creature type becomes Giant Bird. (It's no longer a Wall. This effect doesn't end at end of turn.)

Akroma, Angel of Wrath R LGN
5WWW, Cr Angel Legend, 6/6. Flying, first strike, trample, haste, protection from black, protection from red. Attacking doesn't cause Akroma, Angel of Wrath to tap.

Akroma's Blessing U ON
2W, Ins. Creatures you control gain protection from the color of your choice until end of turn. Cycling W (W, Discard this card from your hand: Draw a card.)

Akroma's Devoted U LGN
3W, Cr Cleric, 2/4. Attacking doesn't cause Clerics to tap.

Akroma's Vengeance R ON
4WW, Sor. Destroy all artifacts, creatures, and enchantments. Cycling 3 (3, Discard this card from your hand: Draw a card.)

Altar's Light U MD
2WW, Ins. Remove target artifact or enchantment from the game.

Ancestor's Prophet R ON
4W, Cr Cleric Lord, 1/5. Tap five untapped Clerics you control: You gain 10 life.

Angel of Mercy U 8/IN
4W, Cr Angel, 3/3. Flying. When Angel of Mercy comes into play, you gain 3 life.

Angelic Page C 7/8/US
1W, Cr Spirit, 1/1. Flying. TAP: Target attacking or blocking creature gets +1/+1 until end of turn.

Ardent Militia U 6-8/WL
4W, Cr Soldier, 2/5. Attacking doesn't cause Ardent Militia to tap.

Arrest C MM/MD
2W, EnchCr. Enchanted creature can't attack or block, and its activated abilities can't be played.

Astral Slide U ON
2W, Ench. Whenever a player cycles a card, you may remove target creature from the game. If you do, return that creature to play under its owner's control at end of turn.

Astral Steel C SC
2W, Ins. Target creature gets +1/+2 until end of turn. Storm (When you play this spell, copy it for each spell played before it this turn. You may choose new targets for the copies.)

Aura Extraction U ON
1W, Ins. Put target enchantment on top of its owner's library. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Aurification R ON
2WW, Ench. Whenever a creature deals damage to you, put a gold counter on it. Each creature with a gold counter on it is a Wall in addition to its other creature types. (Walls can't attack.) When Aurification leaves play, remove all gold counters from all creatures.

Auriok Bladewarden U MD
1W, Cr Human Soldier, 1/1. TAP: Target creature gets +X/+X until end of turn, where X is Auriok Bladewarden's power.

Auriok Steelshaper R MD
1W, Cr Human Soldier, 1/1. Equip costs you pay cost 1 less. As long as Auriok Steelshaper is equipped, Soldiers and Knights you control get +1/+1.

Auriok Transfixer C MD
W, Cr Human Scout, 1/1. W, TAP: Tap target artifact.

Avatar of Hope R 8/PR
6WW, Cr Avatar, 4/9. If you have 3 life or less, Avatar of Hope costs 6 less to play. Flying. Avatar of Hope may block any number of creatures.

Aven Brigadier R ON
3WWW, Cr Bird Soldier, 3/5. Flying. All other Birds get +1/+1. All other Soldiers get +1/+1.

Aven Cloudchaser C 8/OD
3W, Cr Bird Soldier, 2/2. Flying. When Aven Cloudchaser comes into play, destroy target enchantment.

Aven Farseer C SC
1W, Cr Bird Soldier, 1/1. Flying. Whenever a creature is turned face up, put a +1/+1 counter on Aven Farseer.

Aven Flock C 8/OD
4W, Cr Bird Soldier, 2/3. Flying. W: Aven Flock gets +0/+1 until end of turn.

Aven Liberator C SC
2WW, Cr Bird Soldier, 2/3. Flying. Morph 3W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) When Aven Liberator is turned face up, target creature you control gains protection from the color of your choice until end of turn.

Aven Redeemer C LGN
3W, Cr Bird Cleric, 2/2. Flying. TAP: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Aven Soulgazer U ON
3WW, Cr Bird Cleric, 3/3. Flying. 2W: Look at target face-down creature.

Aven Warhawk U LGN
4W, Cr Bird Soldier, 2/2. Amplify 1. Flying

Awe Strike C MD
W, Ins. The next time target creature would deal damage this turn, prevent that damage. You gain life equal to the damage prevented this way.

Battlefield Medic C ON
1W, Cr Cleric, 1/1. TAP: Prevent the next X damage that would be dealt to target creature this turn, where X is the number of Clerics in play.

Beacon of Destiny R LGN
1W, Cr Cleric, 1/3. TAP: The next time a source of your choice would deal damage to you this turn, that damage is dealt to Beacon of Destiny instead.

Blessed Reversal R 7/8/UL
1W, Ins. You gain 3 life for each creature attacking you.

Blinding Angel R 8/NM
3WW, Cr Angel, 2/4. Flying. Whenever Blinding Angel deals combat damage to a player, that player skips his or her next combat phase.

Blinding Beam C MD
2W, Ins. Choose one - Tap two target creatures; or creatures don't untap during target player's next untap step. Entwine 1 (Choose both if you pay the entwine cost.)

Catapult Master R ON
3WW, Cr Soldier Lord, 3/3. Tap five untapped Soldiers you control: Remove target creature from the game.

Catapult Squad U ON
1W, Cr Soldier, 2/1. Tap two untapped Soldiers you control: Catapult Squad deals 2 damage to target attacking or blocking creature.

Celestial Gatekeeper R LGN
3WW, Cr Bird Cleric, 2/2. Flying. When Celestial Gatekeeper is put into a graveyard from play, remove it from the game, then return up to two target Bird and/or Cleric cards from your graveyard to play.

Chain of Silence U ON
1W, Ins. Prevent all damage target creature would deal this turn. That creature's controller may sacrifice a land. If the player does, he or she may copy this spell and may choose a new target for that copy.

Chastise U 8/JD
3W, Ins. Destroy target attacking creature. You gain life equal to its power.

Circle of Protection: Black C B-8/IA/ TM
1W, Ench. 1: The next time a black source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Blue C A-8/IA/ TM
1W, Ench. 1: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Green C A-8/IA/ TM
1W, Ench. 1: The next time a green source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: Red C A-8/IA/ TM
1W, Ench. 1: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

Circle of Protection: White C A-8/IA/ TM
1W, Ench. 1: The next time a white source of your choice would deal damage to you this turn, prevent that damage.

Circle of Solace R ON
3W, Ench. As Circle of Solace comes into play, choose a creature type. 1W: The next time a creature of the chosen type would deal damage to you this turn, prevent that damage.

Cloudreach Cavalry U LGN
1W, Cr Soldier, 1/1. Cloudreach Cavalry gets +2/+2 and has flying as long as you control a Bird.

Convalescent Care R ON
1WW, Ench. At the beginning of your upkeep, if you have 5 life or less, you gain 3 life and draw a card.

Crossbow Infantry C 7/8/MM
1W, Cr Soldier, 1/1. TAP: Crossbow Infantry deals 1 damage to target attacking or blocking creature.

Crowd Favorites U ON
6W, Cr Soldier, 4/4. 3W: Tap target creature. 3W: Crowd Favorites gets +0/+5 until end of turn.

Crown of Awe C ON
1W, EnchCr. Enchanted creature has protection from black and from red. Sacrifice Crown of Awe: Enchanted creature and other creatures that share a creature type with it gain protection from black and from red until end of turn.

Crude Rampart U ON
3W, Cr Wall, 4/5. Morph 4W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Daru Cavalier C ON
3W, Cr Soldier, 2/2. First Strike. When Daru Cavalier comes into play, you may search your library for a card named Daru Cavalier, reveal it, and put it into your hand. If you do, shuffle your library.

Daru Healer C ON
2W, Cr Cleric, 1/2. TAP: Prevent the next 1 damage that would be dealt to target creature or player this turn. Morph W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Daru Lancer C ON
4WW, Cr Soldier, 3/4. First Strike. Morph 2WW (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Daru Mender U LGN
W, Cr Cleric, 1/1. Morph W. When Daru Mender is turned face up, regenerate target creature.

Daru Sanctifier C LGN
3W, Cr Cleric, 1/4. Morph 1W. When Daru Sanctifier is turned face up, destroy target enchantment.

Daru Spiritualist C SC
1W, Cr Cleric, 1/1. Whenever a Cleric you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.

Daru Stinger C LGN
3W, Cr Soldier, 1/1. Amplify 1. TAP: Daru Stinger deals damage equal to the number of +1/+1 counters on it to target attacking or blocking creature.

Daru Warchief U SC
2WW, Cr Soldier, 1/1. Soldier spells you play cost 1 less to play. Soldiers you control get +1/+2.

Daunting Defender C ON
4W, Cr Cleric, 3/3. If a source would deal damage to a Cleric you control, prevent 1 of that damage.

Dawn Elemental R SC
WWWW, Cr Elemental, 3/3. Flying. Prevent all damage that would be dealt to Dawn Elemental.

Dawning Purist U ON
2W, Cr Cleric, 2/2. Whenever Dawning Purist deals combat damage to a player, you may destroy target enchantment that player controls. Morph 1W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Decree of Justice R SC
XX2WW, Sor. Put X 4/4 white Angel creature tokens with flying into play. Cycling 2W When you cycle Decree of Justice, you may pay X. If you do, put X 1/1 white Soldier creature tokens into play.

Defender of the Order R LGN
3W, Cr Cleric, 2/4. Morph WW. When Defender of the Order is turned face up,

creatures you control get +0/+2 until end of turn.

Defensive Maneuvers C ON
3W, Ins. Creatures of the type of your choice get +0/+4 until end of turn.

Deftblade Elite C LGN
W, Cr Soldier, 1/1. Provoke. 1W: Prevent all combat damage that would be dealt to and dealt by Deftblade Elite this turn.

Demystify C 8/ON
W, Ins. Destroy target enchantment.

Dimensional Breach R SC
5WW, Sor. Remove all permanents from the game. As long as any of those cards remain removed from the game, at the beginning of each player's upkeep, that player returns one of the removed cards he or she owns to play.

Disciple of Grace C US/ON
1W, Cr Cleric, 1/2. Protection from black. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Dive Bomber C ON
3W, Cr Bird Soldier, 2/2. Flying. TAP, Sacrifice Dive Bomber: Dive Bomber deals 2 damage to target attacking or blocking creature.

Diving Griffin C 8/PR
1WW, Cr Griffin, 2/2. Flying. Attacking doesn't cause Diving Griffin to tap.

Doubtless One U ON
3W, Cr Cleric Avatar, */*. Doubtless One's power and toughness are each equal to the number of Clerics in play. Whenever Doubtless One deals damage, you gain that much life.

Dragon Scales C SC
1W, EnchCr. Enchanted creature gets +1/+2 and attacking doesn't cause it to tap. When a creature with converted mana cost 6 or more comes into play, you may return Dragon Scales from your graveyard to play enchanting that creature.

Dragonstalker U SC
4W, Cr Bird Soldier, 3/3. Flying, protection from Dragons

Eager Cadet C7/8*/STR
W, Cr Soldier, 1/1.

Elite Archers R 7/8/US
5W, Cr Soldier, 3/3. TAP: Elite Archers deals 3 damage to target attacking or blocking creature.

Elite Javelineer U 8/TM
2W, Cr Soldier, 2/2. Whenever Elite Javelineer blocks, it deals 1 damage to target attacking creature.

Essence Sliver R LGN
3W, Cr Sliver, 3/3. Whenever a Sliver deals damage, its controller gains that much life.

Eternal Dragon R SC
5WW, Cr Dragon Spirit, 5/5. Flying. 3WW: Return Eternal Dragon from your graveyard to your hand. Play this ability only during your upkeep. Plainscycling 2 (2, Discard this card from your hand: Search your library for a plains card, reveal it, and put it into your hand. Then shuffle your library.)

Exalted Angel R ON
4WW, Cr Angel, 4/5. Flying. Whenever Exalted Angel deals damage, you gain that much life. Morph 2WW (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Exiled Doomsayer R SC
1W, Cr Cleric, 1/2. All morph costs cost 2 more. (This doesn't affect the cost to play creatures face down.)

Foothill Guide C ON
W, Cr Cleric, 1/1. Protection from Goblins. Morph W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Force Bubble R SC
2WW, Ench. If damage would be dealt to you, put that many depletion counters on Force Bubble instead. When there are four or more depletion counters on Force Bubble, sacrifice it. At end of turn, remove all depletion counters from Force Bubble.

Frontline Strategist C SC
W, Cr Soldier, 1/1. Morph W. When Frontline Strategist is turned face up, prevent all combat damage non-Soldiers would deal this turn.

Gempalm Avenger C LGN
5W, Cr Soldier, 3/5. Cycling 2W. When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Gilded Light U SC
1W, Ins. You can't be the target of spells or abilities this turn. Cycling 2 (2, Discard this card from your hand: Draw a card.)

Glarecaster R ON
4WW, Cr Bird Cleric, 3/3. Flying. 5W: The next time damage would be dealt to Glarecaster or you this turn, that damage is dealt to target creature or player instead.

Glorious Anthem R 7/8/US
1WW, Ench. Creatures you control get +1/+1.

Glory Seeker C 8/ON
1W, Cr Soldier, 2/2.

Glowrider R LGN
2W, Cr Cleric, 2/1. Noncreature spells cost 1 more to play.

Grassland Crusader C ON
5W, Cr Cleric Soldier, 2/4. TAP: Target Elf or Soldier gets +2/+2 until end of turn.

Gravel Slinger C ON
3W, Cr Soldier, 1/3. TAP: Gravel Slinger deals 1 damage to target attacking or blocking creature. Morph 1W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Guilty Conscience C SC
W, EnchCr. Whenever enchanted creature deals damage, Guilty Conscience deals that much damage to enchanted creature.

Gustcloak Harrier C ON
1WW, Cr Bird Soldier, 2/2. Flying. Whenever Gustcloak Harrier becomes blocked, you may untap it and remove it from combat.

Gustcloak Runner C ON
W, Cr Soldier, 1/1. Whenever Gustcloak Runner becomes blocked, you may untap it and remove it from combat.

Gustcloak Savior R ON
4W, Cr Bird Soldier, 3/4. Flying. Whenever a creature you control becomes blocked, you may untap that creature and remove it from combat.

Gustcloak Sentinel U ON
2WW, Cr Soldier, 3/3. Whenever Gustcloak Sentinel becomes blocked, you may untap it and remove it from combat.

Gustcloak Skirmisher U ON
3W, Cr Bird Soldier, 2/3. Flying. Whenever Gustcloak Skirmisher becomes blocked, you may untap it and remove it from combat.

Harsh Mercy R ON
2W, Sor. Each player chooses a creature type. Destroy all creatures that aren't of a type chosen this way. They can't be regenerated.

Healing Salve C A-8/MR/US
W, Ins. Choose one - Target player gains 3 life; or prevent the next 3 damage that would be dealt to target creature or player this turn.

Holy Day C8/LGD/IN
W, Ins. Prevent all combat damage that would be dealt this turn.

Holy Strength C A-5/7/8
W, EnchCr. Enchanted creature gets +1/+2.

Honor Guard C 7/8/ST
W, Cr Soldier, 1/1. W: Honor Guard gets +0/+1 until end of turn.

Improvised Armor U ON
3W, EnchCr. Enchanted creature gets +2/+5. Cycling 3 (3, Discard this card from your hand: Draw a card.)

Inspirit U ON
2W, Ins. Untap target creature. It gets +2/+4 until end of turn.

Intrepid Hero R 7/8/US
2W, Cr Soldier, 1/1. TAP: Destroy target creature with power 4 or greater.

Ironfist Crusher U ON
4W, Cr Soldier, 2/4. Ironfist Crusher may block any number of creatures. Morph 3W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)

Ivory Mask R 8/MM
2WW, Ench. You can't be the target of spells or abilities.

Jareth, Leonine Titan R ON
3WWW, Cr Cat Giant Legend, 4/7. Whenever Jareth, Leonine Titan blocks, it gets +7/+7 until end of turn. W: Jareth gains protection from the color of your choice until end of turn.

Karma U A-5/8
2WW, Ench. At the beginning of each player's upkeep, Karma deals damage to that player equal to the number of Swamps he or she controls.

Karona's Zealot U SC
4W, Cr Cleric, 2/5. Morph 3WW. When Karona's Zealot is turned face up, all damage that would be dealt to it this turn is dealt to target creature instead.

Leonin Abunas R MD
3W, Cr Cat Cleric, 2/5. Artifacts you control can't be the targets of spells or abilities your opponents control.

Leonin Den-Guard C MD
1W, Cr Cat Soldier, 1/3. As long as Leonin Den-Guard is equipped, it gets +1/+1 and attacking doesn't cause it to tap.

Leonin Elder C MD
W, Cr Cat Cleric, 1/1. Whenever an artifact comes into play, you may gain 1 life.

Leonin Skyhunter U MD
WW, Cr Cat Knight, 2/2. Flying

Liege of the Axe U LGN
3W, Cr Soldier, 2/3. Attacking doesn't cause Liege of the Axe to tap. Morph 1W (You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.) When Liege of the Axe is turned face up, untap it.

Lowland Tracker C LGN
4W, Cr Soldier, 2/2. First Strike. Provoke (When this attacks, you may have target creature defending player controls untap and block it if able.)

Loxodon Mender C MD
5W, Cr Elephant Cleric, 3/3. W, TAP: Regenerate target artifact.

Loxodon Peacekeeper R MD
1W, Cr Elephant Soldier, 4/4. At the beginning of your upkeep, the player with the lowest life total gains control of Loxodon Peacekeeper. If two or more players are tied for lowest life total, you choose one of them, and that player gains control of Loxodon Peacekeeper.

Loxodon Punisher R MD
3W, Cr Elephant Soldier, 2/2. Loxodon Punisher gets +2/+2 for each Equipment attached to it.

Luminous Angel R MD
4WWW, Cr Angel, 4/4. Flying At the beginning of your upkeep, you may put a 1/1 white Spirit creature token with flying into play.

Master Decoy C 8/TM
1W, Cr Soldier, 1/2. W, TAP: Tap target creature.

Master Healer R 7/8/UD
4W, Cr Cleric, 1/4. TAP: Prevent the next 4 damage that would be dealt to target creature or player this turn.

Mobilization R ON
2W, Ench. Attacking doesn't cause Soldiers to tap. 2W: Put a 1/1 white Soldier creature token into play.

Noble Purpose R 8/MM
3WW, Ench. Whenever a creature you control deals combat damage, you gain that much life.

Noble Templar C SC
5W, Cr Cleric Soldier, 3/6. Attacking doesn't cause Noble Templar to tap. Plainscycling 2 (2, Discard this card from your hand: Search your library for a plains card, reveal it, and put it into your hand. Then shuffle your library.)

Nova Cleric U ON
W, Cr Cleric, 1/2. 2W, TAP, Sacrifice Nova Cleric: Destroy all enchantments.

Oblation R ON
2W, Ins. The owner of target nonland permanent shuffles it into his or her library, then draws two cards.

Oracle's Attendants R 8/NM
3W, Cr Soldier, 1/5. TAP: All damage that would be dealt to target creature this turn by a source of your choice is dealt to Oracle's Attendants instead.

Pacifism C 6-8/MR/TM/US/ON
1W, EnchCr. Enchanted creature can't attack or block.

Peach Garden Oath U 8/P3
W, Sor. You gain 2 life for each creature you control.

Pearlspear Courier U ON
2W, Cr Soldier, 2/1. You may choose not to untap Pearlspear Courier during your untap step. 2W, TAP: As long as Pearlspear Courier remains tapped, target Soldier gets +2/+2 and has Attacking doesn't cause this creature to tap.

Piety Charm C ON
W, Ins. Choose one — Destroy target enchant creature; or target Soldier gets +2/+2 until end of turn; or attacking doesn't cause creatures you control to tap this turn.

Planar Guide R LGN
W, Cr Cleric, 1/1. 3W, Remove Planar Guide from the game: Remove all creatures from the game. At end of turn, return those cards to play under their owners' control.

Plated Sliver C LGN
W, Cr Sliver, 1/1. All Slivers get +0/+1.

Rain of Blades U 8/SC
W, Ins. Rain of Blades deals 1 damage to each attacking creature.

Raise the Alarm C MD
1W, Ins. Put two 1/1 white Soldier creature tokens into play.

Razor Barrier C MD
1W, Ins. Target permanent you control gains protection from artifacts or from the color of your choice until end of turn.

Razorfoot Griffin C 7/8/IN
3W, Cr Griffin, 2/2. Flying, first strike

Recuperate C SC
3W, Ins. Choose one — You gain 6 life; or prevent the next 6 damage that would be dealt to target creature this turn.

Redeem C 8/US
1W, Ins. Prevent all damage that would be dealt this turn to up to two target creatures.

Renewed Faith C ON
2W, Ins. You gain 6 life. Cycling 1W. When you cycle Renewed Faith, you may gain 2 life.

Reward the Faithful U SC
W, Ins. Any number of target players each gains life equal to the highest converted mana cost among permanents you control.

Righteous Cause U ON
3WW, Ench. Whenever a creature attacks, you gain 1 life.

Roar of the Kha U MD
1W, Ins. Choose one - Creatures you control get +1/+1 until end of turn; or untap all creatures you control. Entwine 1W (Choose both if you pay the entwine cost.)

Rolling Stones R 7/8/ST
1W, Ench. Walls may attack as though they weren't Walls.

Rule of Law R MD
2W, Ench. Each player can't play more than one spell each turn.

Sacred Ground R 7/8/ST
1W, Ench. Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from play, return that land to play.

Sacred Nectar C 7/8/PO/STR
1W, Sor. You gain 4 life.

Samite Healer C A-8
1W, Cr Cleric, 1/1. TAP: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Sanctimony U 7/8/UD
1W, Ench. Whenever an opponent taps a Mountain for mana, you may gain 1 life.

Sandskin C ON
2W, EnchCr. Prevent all combat damage that would be dealt to and dealt by enchanted creature.

Savannah Lions R A-4/8
W, Cr Lion, 2/1.

Seasoned Marshal U 7/8/US
2WW, Cr Soldier, 2/2. Whenever Seasoned Marshal attacks, you may tap target creature.

Second Sunrise R MD
1WW, Ins. Each player returns to play all artifact, creature, enchantment, and land cards that were put into his or her graveyard from play this turn.

Serra Angel U A-4/7/8
3WW, Cr Angel, 4/4. Flying. Attacking doesn't cause Serra Angel to tap.

Shared Triumph R ON
1W, Ench. As Shared Triumph comes into play, choose a creature type. Creatures of the chosen type get +1/+1.

Shieldmage Elder U ON
5W, Cr Cleric Wizard, 2/3. Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn. Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

Sigil of the New Dawn R ON
3W, Ench. Whenever a creature is put into your graveyard from play, you may pay 1W. If you do, return that card to your hand.

Silver Knight U SC
WW, Cr Knight, 2/2. First strike, protection from red

Skyhunter Cub C MD
2W, Cr Cat Knight, 2/2. As long as Skyhunter Cub is equipped, it gets +1/+1 and has flying.

Skyhunter Patrol C MD
2WW, Cr Cat Knight, 2/3. Flying, first strike

Slith Ascendant U MD
1WW, Cr Slith, 1/1. Flying Whenever Slith Ascendant deals combat damage to a player, put a +1/+1 counter on it.

Solar Tide R MD
4WW, Sor. Choose one - Destroy all creatures with power 2 or less; or destroy all creatures with power 3 or greater. Entwine-Sacrifice two lands. (Choose both if you pay the entwine cost.)

Solidarity C 8/UD
3W, Ins. Creatures you control get +0/+5 until end of turn.

Soul Nova U MD
3WW, Ins. Remove target attacking creature and all Equipment attached to it from the game.

Sphere of Purity C MD
3W, Ench. If an artifact would deal damage to you, prevent 1 of that damage.

Spirit Link U 4-8/LGD
W, EnchCr. Whenever enchanted creature deals damage, you gain that much life.

Standing Troops C 6-8/EX
2W, Cr Soldier, 1/4. Attacking doesn't cause Standing Troops to tap.

Starlight Invoker C LGN
1W, Cr Cleric Mutant, 1/3. 7W: You gain 5 life.

Staunch Defenders U 6-8/TM
3WW, Cr Soldier, 3/4. When Staunch Defenders comes into play, you gain 4 life.

Stoic Champion U LGN
WW, Cr Soldier, 2/2. Whenever a player cycles a card, Stoic Champion gets +2/+2 until end of turn.

Story Circle R 8/MM
1WW, Ench. As Story Circle comes into play, choose a color. W: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Sunfire Balm U ON
2W, Ins. Prevent the next 4 damage that would be dealt to target creature or player this turn. Cycling 1W. When you cycle Sunfire Balm, you may prevent the next 1 damage that would be dealt to target creature or player this turn.

Sunstrike Legionnaire R LGN
1W, Cr Soldier, 1/2. Sunstrike Legionnaire doesn't untap during your untap step. Whenever another creature comes into play, untap Sunstrike Legionnaire. TAP: Tap target creature with converted mana cost 3 or less.

Suntail Hawk C 8/JD
W, Cr Bird, 1/1. Flying

Sunweb R 6-8/MR
3W, Cr Wall, 5/6. Flying. Sunweb can't block creatures with power 2 or less.

Swooping Talon U LGN
4WW, Cr Bird Soldier, 2/6. Flying. 1: Swooping Talon loses flying until end of turn. Provoke

Sword Dancer U 8/PR
1W, Cr Rebel, 1/2. WoW: Target attacking creature gets -1/-0 until end of turn.

Taj-Nar Swordsmith U MD
3W, Cr Cat Soldier, 2/3. When Taj-Nar Swordsmith comes into play, you may pay X. If you do, search your library for an Equipment card with converted mana cost X or less and put that card into play. Then shuffle your library.

Tempest of Light U MD
2W, Ins. Destroy all enchantments.

Trap Digger R SC
3W, Cr Soldier, 1/3. 2W, TAP: Put a trap counter on target land you control. Sacrifice a land with a trap counter on it: Trap Digger deals 3 damage to target attacking creature without flying.

True Believer R ON
WW, Cr Cleric, 2/2. You can't be the target of spells or abilities.

Tundra Wolves C 4-6/8/LGD
W, Cr Wolf, 1/1. First strike

Unified Strike C ON
W, Ins. Remove target attacking creature from the game if its power is less than or equal to the number of Soldiers in play.

Venerable Monk C 6-8/ST
2W, Cr Cleric, 2/2. When Venerable Monk comes into play, you gain 2 life.

Vengeance U7/8*/PO/P2/P3/STR
3W, Sor. Destroy target tapped creature.

Wall of Hope C LGN
W, Cr Wall, 0/3. Whenever Wall of Hope is dealt damage, you gain that much life.

Wall of Swords U A-8
3W, Cr Wall, 3/5. Flying

Ward Sliver U LGN
4W, Cr Sliver, 2/2. As Ward Sliver comes into play, choose a color. All Slivers have protection from the chosen color.

Weathered Wayfarer R ON
W, Cr Nomad Cleric, 1/1. W, TAP: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library. Play this ability only if an opponent controls more lands than you.

Whipcorder U ON
WW, Cr Soldier Rebel, 2/2. W, TAP: Tap target creature. Morph W

Whipgrass Entangler C LGN
2W, Cr Cleric, 1/3. 1W: Until end of turn, target creature gains "This creature can't attack or block unless its controller pays 1 for each Cleric in play."

White Knight U A-5/LGN
WW, Cr Knight, 2/2. First strike, protection from black

Windborn Muse R LGN
3W, Cr Spirit, 2/3. Flying. Creatures can't attack you unless their controller pays 2 for each creature attacking you. (This cost is paid as attackers are declared.)

Wing Shards U SC
1WW, Ins. Target player sacrifices an attacking creature. Storm (When you play this spell, copy it for each spell played before it this turn.)

Wingbeat Warrior C LGN
2W, Cr Bird Soldier, 2/1. Flying. Morph 2W. When Wingbeat Warrior is turned face up, target creature gains first strike until end of turn.

Wipe Clean C SC
1W, Ins. Remove target enchantment from the game. Cycling 3 (3, Discard this card from your hand: Draw a card.)

Words of Worship R ON
2W, Ench. 1: The next time you would draw a card this turn, you gain 5 life instead.

Worship R 7/8/US
3W, Ench. If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Wrath of God R A-8
2WW, Sor. Destroy all creatures. They can't be regenerated.

Zealous Inquisitor C SC
2W, Cr Cleric, 2/2. 1W: The next 1 damage that would be dealt to Zealous Inquisitor this turn is dealt to target creature instead.

Magic The Gathering DECK CONSTRUCTION

by Bennie Smith

Affinity control

Tony Vicario writes:

I figure this deck can kill in a single turn with one hit from the equipment-boosting Broodstar turned into a hasted, double-striking machine! The black spells hold off early stuff opponents throw out. While I'm dealing with my opponent's threats, I'll play equipment and my opponent won't understand what it's for, and I can (hopefully) surprise him. What do you think? You only need each of the three pieces of equipment and an artifact land or mox and that's 20 points of damage from the flying, spirit-linked Broodstar!

BEFORE

4x Rewind (8E)
4x Discombobulate (ON)
4x Thirst for Knowledge (MD)
4x Thoughtcast (MD)
4x Chrome Mox (MD)
2x Lightning Greaves (MD)
2x Fireshrieker (MD)
2x Loxodon Warhammer (MD)
3x Broodstar (MD)
3x Infest (ON)
3x Dark Banishing (8E)
2x Decree of Pain (SC)
4x Seat of the Synod (MD)
4x Vault of Whispers (MD)
7x Swamp
8x Island

AFTER

4x Chrome Mox (MD)
4x Aether Spellbomb (MD)
4x Talisman of Dominance (MD)
4x Mana Leak (8E)
4x Override (MD)
4x Dark Banishing (8E)
4x Thirst for Knowledge (MD)
2x Discombobulate (ON)
4x Thoughtcast (MD)
3x Myr Enforcer (MD)
3x Broodstar (MD)
4x Seat of the Synod (MD)
4x Vault of Whispers (MD)
4x Swamp
8x Island

Bennie replies:

What you're trying to do here is control the board with black removal and counterspells until you get out your combo-kill. I think you hit on an interesting notion that a lot of people have missed in developing aggressive affinity decks from *Mirrodin*. The game's best card-drawing spells work best in an affinity deck, and great card-drawing is essential in a control deck. But if you control of the game, you shouldn't need to combo-kill; you should only need a few turns for Broodstar to finish your opponent. With this in mind, let's build an affinity-based control deck.

For mana, you've already got Chrome Mox, but I also think we want to take advantage of Talisman of Dominance. As an artifact, it will also help enable your affinity spells. For counterpower, you can do better than Rewind. Mana Leak is the best early counterspell available, so we definitely want to run that. Since you'll have plenty of artifacts out, Override is helpful, too. And we can keep room for two Discombobulates.

With other affinity decks, Dark Banishing is proving to be better than Terror. I also like Aether Spellbomb; not only can it bounce creatures that you can later counterspell when opponents try to recast them, they help feed your affinity and can always be cycled away for another card. I'd like to work in some Myr Enforcers. As a 4/4 body for one or two mana, he's an excellent blocker or beatdown creature for your mid-game while you wait for Broodstar to come online. This is what I'd recommend:

Chaos elves

Travis Thomas writes:

My elf deck usually works awesome in duels and multiplayer, but burn cards and creature destruction really hurt it. I've added combos like Glissa Sunseeker and Transmogrifying Licid to help against other elf decks and beatdown, and Centaur Glade has given me many wins. I use Seeker of Skybreak and my life-gain/mana-producing cards along with Timberwatch Elf to double the effect. Biorythym often serves as a finisher, but my deck needs something to help against burn and creature-kill decks.

BEFORE

1x Tribal Forcemage (LGI)
1x Fyndhorn Elder (8E)
1x Heedless One (ON)
1x Glissa Sunseeker (MD)
1x Wood Elves (8E)
3x Wirewood Channeler (LGI)
3x Timberwatch Elf (LGI)
4x Elven Riders (ON)
2x Taunting Elf (ON)
4x Wellwisher (ON)
4x Llanowar Elves (7E)
4x Seeker of Skybreak (7E)
1x Elvish Champion (8E)
1x Wurmskin Forger (MD)
2x Stonewood Invoker (LGI)
2x Transmogrifying Licid (EX)
2x Blanchwood Armor (7E)
2x Centaur Glade (ON)
1x Tribal Unity (ON)
1x Biorhythm (ON)
1x Overrun (OD)
1x Wirewood Lodge (ON)
4x Tranquil Thicket (ON)
17x Forest

Bennie replies:

Onslaught Block helped boost elf-themed decks, especially in multiplayer ("chaos") games where you can benefit from elves printed in previous sets. The main problem with the tribe (as you have discovered) is that the little guys are vulnerable to burn and creature-removal spells.

So how can we make them more resilient? One card jumped to mind: Wail of the Nim from *Mirrodin*. At instant speed, you can regenerate all your creatures from mass destruction like Starstorm or Nevinnyrral's Disk, and you can gang-block large attacking creatures and then save your team. Another card that helps offset the pain of losing all your creatures to mass removal is Caller of the Claw, letting you create an army of bears to replace your fallen elves at instant speed. Let's include Wirewood Heralds to let you fetch the Caller or any of your other specialty elves when they die.

In case your efforts to keep your elves alive fail, a few copies of Patriarch's Bidding can restore your lost army. Sure, opponents may get to return some of *their* creatures to play, but since your entire force is made up of elves, you're likely to end up with a commanding board position.

I've also tweaked the elves selected for your deck. Birchlore Rangers are great supplements to Llanowar Elves, giving

you access to colored mana, even if your elves have summoning sickness. **Wirewood Hivemaster** creates chump blockers without needing to waste actual elves for that duty, and when a Bidding resolves, your Hivemaster is liable to create a metric ton of insect tokens! I also included **Elvish Lyrist** to give you a way to destroy a key enchantment giving you problems, like **Worship**.

1x Taunting Elf (ON)
1x Elvish Lyrist (8E)
4x Llanowar Elves (7E)
4x Birchlore Rangers (ON)
4x Wirewood Heralds (ON)
2x Wellwisher (ON)
4x Wirewood Hivemaster (LGI)
2x Seeker of Skybreak (7E)
1x Tribal Forcemage (LGI)
4x Timberwatch Elf (LGI)
2x Caller of the Claw (LGI)
4x Wail of the Nim (MD)
1x Glissa Sunseeker (MD)
2x Patriarch's Bidding (ON)
3x City of Brass (8E)
6x Swamp
15x Forest

AFTER

TAPPING THE KNOWLEDGE VAULT

MAGIC: THE GATHERING

Magic The Gathering

by Bennie Smith & Sheldon Menery

Q: It seems to me that **Blood Moon** being in *8th Edition* completely hoses all those cool artifact lands in *Mirrodin*, but I heard some people say it doesn't. What's the deal?

A: *Artifact lands don't have the supertype "basic," so they are, by definition, non-basic; Blood Moon will change them into* **Mountains**. *Note that the type "artifact" will remain. Changing a sub-type doesn't change any types or super-types. The final result is that they'll be "Artifact Land — Mountain." They'll produce only red mana but will still count towards affinity for artifacts.*

Q: I'm trying to build a coin-flip deck around **Krark's Thumb**, but I need a way to get more than one into play at the same time. Is there any way to get around the legendary status?

A: *Not currently. There is no card that can remove the supertype "legendary." Even though they're subject to the same rules, "legendary" is a supertype, while "legend" is a creature subtype.*

Q: Can I make "locus" tokens with my **Riptide Replicator** to boost the mana of my **Cloudposts**?

A: *No. Locus is a land subtype, not a creature subtype. It's not a valid choice for choosing a creature subtype. As a side note, "artifact" is a type, not a creature subtype.*

Q: If I have **Imagecrafter**, **Kamahl, Fist of Krosa**, and **Culling Scales** in play, can I activate Kamahl during my upkeep to make one of my opponent's lands a creature, change its type to something other than land with Imagecrafter, and then destroy it with the Scales?

A: *No, the timing doesn't work. When Culling Scales' ability triggers and goes on the stack, you must choose a legal target (a nonland permanent with the lowest converted mana cost). At that time, all your opponent's lands are just lands, so they're not legal targets for Culling Scales' triggered ability.*

Even if Scales' ability were activated instead of triggered, it wouldn't work. Kamahl changes the (Basic) Land — Forest into (Basic) Land Creature (his text says its stays a land). Imagecrafter only changes the creature subtype (to, say, "Monkey"). As we said above, changing something on a lower layer doesn't affect a higher layer. After Imagecrafter's ability resolves, you'd have a (Basic) Land Creature — Forest Monkey. It's still a land, so not a valid target for our modified Culling Scales.

Send your deck and rules questions to scryedecks@krause.com!

Rules Spotlight: Changing Types

This month's Rules Spotlight is woven into the answers to three questions we recently received. They involve type-changing abilities, which have changed a bit with the coming of *8th Edition* (rule 212.1, to be exact).

Cards, tokens, permanents, and spells can all have types, supertypes, and subtypes. When an object's type changes, the new types replace any existing types. Similarly, when the subtypes of one of an object's types change, the new subtype(s) replaces any existing subtypes of that type. You saw the importance of matching types with subtypes in the Imagecrafter and Cloudpost questions above.

If an object's type is removed, the subtypes of its old type don't exist in any way under the new type. Those subtypes disappear completely for the entire time the object's type is removed. Removing an object's subtype doesn't affect its types at all. Some effects change an object's type or subtype but specify that the object retain a prior type or subtype. In such cases, all the object's prior types and subtypes are retained.

There are currently only two supertypes in the game: legendary and basic. Supertypes are completely independent of types and subtypes. Changing either of the latter won't affect the supertype.

VAMPIRE™ THE ETERNAL STRUGGLE

SCRYEDECK

by Ian Lee

TASTE VICTORY

with Sybil's Tongue

sybil *n, pl. sybilla (Latin): Sorceress, fortune-teller.*

Sybil's Tongue: *Malkavian antitribu action; +1 stealth. This action costs X blood, where X is the number of Sibyl's Tongues in your ash heap. Choose a card by name. Search your library for a copy of that card, show it to all players, and move it to your hand. Discard down to your hand size and shuffle your library afterward.*

Deck-searching is one of the strongest mechanics in CCGs. With the release of *Black Hand*, Malkavian *antitribu* have an amazing search card: **Sibyl's Tongue**. This deck uses Sibyl's Tongue for three purposes: to put out powerful permanents early (mainly master locations), to smooth out the play of the deck; and to set up a bleed-like-crazy turn with **Madman's Quill**. It also helps, to a degree, in coming up with counters to opposing strategies (*e.g.*, searching for **Restructure** to deal with an annoying ally).

There are a few tricks and traps to playing Sibyl's Tongue. It requires naming the card being searched for, which requires having an intimate knowledge of the contents of the deck and gives away information. The card drawn to replace Sibyl's Tongue could be the sole copy left of the card being searched for. If it isn't, then it's necessary to discard down to hand size, which can mean tough decisions as to what to keep. This deck can handle the escalating cost of playing multiple copies of Sibyl's Tongue, up to a point. It can be difficult to decide, when the time comes, to discard them rather than playing more.

On the plus side, while **Specialization** and **Storage Annex** lack synergy with each other, they both work well with Sibyl's Tongue. Specialization can be used in the endgame to dump unneeded copies of Sibyl's Tongue and unclog your hand; pool gain is icing. Storage Annex helps pull off combos. In addition, being able to hold a defensive card, **Gambit Accepted** (or even Sibyl's Tongue), can pay off handsomely.

Testing showed that playing Madman's Quill at superior wasn't much of a deal, as the bonus bleed was roughly the same, whether playing it at inferior or superior. But **Zillah's Tears** enables a vampire to put it into play and bleed the same turn. As a bonus, Zillah's Tears is useful without being part of this combo.

Ideally, the order of cards to search for begins with **The Parthenon**, then **Information Highway**, followed by **Institution Hunting Ground**, **The Hungry Coyote**, and **Enchanted Marionette**. This assumes that **Blood Doll** or **Minion Tap** is drawn early to offset the cost of those cards. Circumstances will rarely be ideal. Even with seven, the Sibyl's Tongues don't consistently come up early enough for the deck to flow perfectly. When a couple don't show up early, the deck moves through cards much slower, which means that it may be important to search for something else, such as a Blood Doll. It may seem undesirable to search for masters that can't be played until next turn when minion cards can be played the turn Sibyl's Tongue is played. Nevertheless, the strength of the masters should make them the more frequent choices.

Plenty of other possibilities for using Sibyl's Tongue exist. A deck could add a Black Hand (the trait) element to play **The Art of Memory** when performing a Sibyl's Tongue action. If necessary, **Blooding** can be grabbed to convert vampires to the Black Hand. A few effects return cards in an ash heap to one's hand or deck. Besides eliminating the escalating cost of Sibyl's Tongues, the return-to-deck effects can be used to recycle other cards — which can be searched for.

A deck that needs to play a particular card early to pull off a difficult combo now has the ability to do so. Extra copies of Sibyl's Tongue could go in to make sure one comes up early. Or, the deck could go in the opposite direction and play far more single copies of cards to have an answer to any opposing deck.

SIBYLLA

CRYPT (12)
1x Boy Toy (BH)
1x Yorik (SW)
1x Claven (SW)
1x General Perfidio Dios (AN)
1x Uncle George (CE)
1x Artemis (BH)
1x Dolphin Black (SW)
1x Kite (SW)
1x Korah (SW)
1x Rodolfo (BH)
1x Theron (FN)
1x Aristotle de Laurent (BH)

LIBRARY (90)
5x Blood Doll (BH)
2x Direct Intervention (SW)
1x Dreams of the Sphinx (FN)
1x Gambit Accepted (AN)
1x Giant's Blood (CE)
1x Information Highway (SW)
1x Institution Hunting Ground (BH)
1x Minion Tap (CE)
1x Pentex Subversion (FN)
1x Secure Haven (DS)
1x Specialization (BH)
1x Storage Annex (SW)
1x The Hungry Coyote (SW)
1x The Parthenon (AH)
1x Aranthebes, The Immortal (AN)
7x Kindred Spirits (SW)
5x Madman's Quill (BL)
1x Restructure (SW)
7x Sibyl's Tongue (BH)
3x Zillah's Tears (BH)
5x Cloak the Gathering (FN)
2x Confusion (CE)
2x Elder Impersonation (CE)
2x Eyes of Chaos (SW)
4x Faceless Night (CE)
2x Spying Mission (CE)
1x Walk through Arcadia (SW)
1x Coma (SW)
6x Gemini's Mirror (BH)
1x .44 Magnum (CE)
1x Enchanted Marionette (SW)
1x Ivory Bow (CE)
1x Delaying Tactics (CE)
2x Forced Awakening (CE)
1x My Enemy's Enemy (SW)
2x Telepathic Counter (SW)
6x Telepathic Misdirection (CE)
5x Wake with Evening's Freshness (CE)
2x Swallowed by the Night (SW)

HERE COMES THE PAIN

Brock Lesnar will make you tap out

RAW DEAL

SCRYEDECK

by Mark Armitage

Since his debut, **Brock Lesnar** has intimidated opponents with his sheer physical presence. What separates Lesnar (a former NCAA wrestling champion) from the WWE's other big men is his excellent technical skills, and this submission-heavy deck showcases Lesnar's ability to surprise with his mat-wrestling capabilities.

The pre-match strategy is simple: **According to Linda and the Board of Executives** and **My Sacrifice** enable you to play all eight of your pre-match cards. Those two will be the first cards played in most of your games, and **Premiere Smackdown Superstar** should be next, as all five remaining pre-match cards are Smackdown-branded and allow you to draw a card for each.

Cruiserweight Title Belt also allows you to search for a **Diving Takedown** (probably the deck's key card) as well as giving a little flexibility with your superstar value to ensure you make the most out of **Backstage Warm-up Routine**. **Banned from Ringside** helps keep maneuvers and actions in your deck, and **Collegiate Champions** takes advantage of your large hand size by removing threats from your opponent's hand each turn.

According to Linda also enables you to play six mid-match cards. **Here Comes The Pain**, **Layin' the Smacketh Down!**, and **Check This Out!** are search cards to help you get your game-winning combos, **Fortitude Surge** and **Backlash!** are staple cards in most decks, and **Sustained Damage**, combined with a good hand size, makes it hard for any moves that do get through to inflict too much damage. **Not According the Fine Print** is almost mandatory in any deck running Linda, and **Turn Up the Heat** can get you guaranteed fortitude against decks with backlash reversals.

Submissions are traditionally the hardest of the three basic move types to reverse, and this deck can win games by successfully playing as few as two or three of them. If your opponent isn't playing face, **Ego Boost** into **Commission-er Rules**, or use Collegiate to remove any applicable reversal and get to five fortitude as quickly as possible. The deck only packs six zero-fortitude maneuvers, but **Shoot Headlock** can be picked up each turn until it sticks.

BROCK LOCKDOWN

PRE-MATCH (8)
1x According to Linda and the Board of Executives (IN)
1x Backstage Warm-up Routine (VE)
1x Banned from Ringside (ARUS)
1x Collegiate Champions (IN)
1x Cruiserweight Title Belt (pr)
1x My Sacrifice (VE)
1x Premiere Smackdown Superstar (IN)
1x Smackdown #1 Announcer Funaki (IN)
MID-MATCH (8)
1x Backlash! (SS2)
1x Check This Out! (VE)
1x Fortitude Surge (SS2)
1x Here Comes the Pain (IN)
1x Layin' the Smacketh Down! (ARUS)
1x Not According To The Fine Print
1x Sustained Damage (SS2)
1x Turn Up The Heat (SS2)
MANEUVERS (21)
3x Body Vise (IN)
2x Claw (SS2)
3x Diving Takedown (VE)
2x Dragon Sleeper (SL)
2x Sharpshooter (SS2)
3x Shoot Headlock (VE)
3x Short Arm Hammerlock (SS2)
3x Sleeper (SS2)
ACTIONS (14)
3x Commission-er Rules (SS)
3x Ego Boost (SS2)
3x Maintain Hold (SS2)
2x Puppies! Puppies! (SS2)
2x Roll Out of the Ring (SS2)
1x The Next Big Thing (VE)
REVERSALS (25)
1x An Immovable Force; An Immovable Object (VE)
1x Bad to the Bone (RA)
3x Clumsy Opponent (SS2)
2x Don't Try This at Home (IN)
3x Elbow To The Face (SS2)
3x Escape Move (SS2)
2x No Sell Maneuver (SS2)
2x Not Today, Pal! (SS2)
3x Over Sell Maneuver (SS2)
2x Step Aside (SS2)
3x There's Two Things You Can Do About It ... Nothing And Like It! (SS2)

There are another six maneuvers playable off just four fortitude, which means they can also be played after an Ego Boost. With five fortitude on the table, this deck really goes to town.

With Premiere Smackdown Superstar, Diving Takedowns offer fantastic card advantage, drawing two and forcing your opponent to discard one. The Cruiserweight Belt means you'll have at least one Takedown in hand, and Layin' the Smacketh Down! gets the other two from deck. After you've played them, use Here Comes the Pain (also Smackdown-branded) to pick up two of them and play them all over again. You can then Check This Out! for a **Roll Out of the Ring** if you don't have one in hand to play them yet again, and it's possible to clear an opponent's hand in a single turn with this easy-to-play combo.

Here Comes the Pain also pushes your submissions (except zero-fortitude ones that won't be used after the early game) out of **Elbow to the Face** range. The deck will win most games with a **Maintain Hold**, with the **Claws** and **Sharpshooters** serving as heavy hitters. It's not unusual, however, to pin someone with a Maintained **Sleeper** or **Body Vise** if your opponent isn't running a lot of low-fortitude submission reversals.

The reversals are straightforward, with a good range of basic zero-fortitude maneuver reversals as well as **Not Today, Pal** and **Don't Try This at Home** to help with problematic actions and activated card effects early in the game. **Bad to the Bone** and **There's Two Things You Can Do About It ... Nothing And Like It!** help control actions later in the game.

Using a combination of hard-hitting, hard-to-reverse submission maneuvers and superb hand control, this deck will show your opponent just why Brock Lesnar became the youngest World Champion in WWE history!

THE LORD OF THE RINGS TRADING CARD GAME

METAGAME

LONG LIVE THE KING

New set shakes up popular decks

by Steve Horton

Return of the King brings tremendous changes to the *Lord of the Rings* metagame. Simply introducing 365 cards and an all-new site path to the game would be enough, but Decipher also brought in the new threat and initiative mechanics to further shake things up.

But even if you're comfortable with your old strategies and reluctant to try something new, you'll find a lot to love in *Return of the King*. Let's take a look at several popular and tournament-caliber deck types and see whether the decks are wrecked or rewarded by the new cards and mechanics.

Moria swarm/Dwarven drawing

It's true that losing **Cavern Entrance** from the *Two Towers* site path hurts, as there is now no failsafe site where skirmish events can't be played. The lack of underground sites also hurts **Goblin Wallcrawlers** and **Cave Troll of Moria, Scourge of the Black Pit**. On the other hand, Moria thrives on hand extension: the ability to play cards from the draw deck or discard pile, essentially making your hand bigger.

Gollum, Plotting Deceiver is an excellent choice. He requires the Shadow player to have initiative, so a splash of Isengard Orcs, specifically **Isengard Shaman** and **Isengard Warrior**, will not only stop archery special abilities, but also let you play **The Palantír of Orthanc**. With just a few twilight spent on the hungry artifact, the Shadow player is assured of initiative and a Gollum from the discard pile every turn.

Moria swarm can often get help from archery. This deck has a swarm and deals wounds for a two-pronged attack. **Suzerain of Harad** might be a good minion to splash in for his devastating ability of preventing the Ring-bearer from taking archery wounds.

Moria Swarm is often paired with a Dwarf Free Peoples side, because Dwarves have access to two things: lots of card-drawing and nasty conditions that shut down other Moria players. *Return of the King* brings us **Out of Darkness**, which combines a strength bonus and card draws. **Calculated Risk** draws three cards, but you have to add a threat to do it. **Slaked Thirsts** draws a card during the maneuver phase and gives you maneuver-phase wounding when stacked (great against **Úlairë Enquëa, Lieutenant of Morgul** and **Grima, Chief Counselor**). **Loyalty Unshaken** is a new condition that's a great home for your Slaked Thirsts, as it gives you card draws and damage bonuses for Dwarves. A new site one also charges up your Dwarf deck, especially if you know what your opponent is playing: **Dunharrow Plateau** lets you play a Dwarf condition on the first turn of the game, making your deck even more versatile.

Dauntless Hunter

The single most game-changing companion to come out of Tower Block was **Legolas, Dauntless Hunter**. When paired with two unbound Hobbits, he increases the cost of all Shadow conditions and events by two. Legolas then becomes a real showstopper for many Shadow strategies. These players were forced to use cards like **Desert Lord** and **Relentless Charge** to kill Legolas early.

Return of the King has no skirmish-canceling events for Hobbits, so keeping Pippin and Merry alive is going to be much more difficult. Luckily, this set introduces new "fighting" versions of the hobbits. **Pippin, Sworn to Service** is +1 strength for each threat, but loses the bonus at four or more threats. Keep your threats at three and he's got six strength. **Merry, Rohirrim Squire** will help you do just that — he can add a threat for a +2 bonus, but only if you can't spot three threats.

Gollum would make a good addition to a Dauntless Hunter deck. Not only does he have skirmish-canceling in the form of **Sneaking!**, he can also remove a minion in the maneuver phase with **Scouting**, both useful abilities for a twilight-choke strategy.

Losing **The Riddermark** hurts the deck, as you can no longer get **Aragorn, Wingfoot** and move twice with ease. The new site one, **Rohirrim Road**, makes possessions +2 and conditions an additional +2, ensuring that the Shadow player won't get many tools to go with his minions at sites two and three.

Uruk trackers/Rohan

This is the deck that Michael Dalton took all the way to the World Championship, and it's been popular at all the big tournaments since then. The strategy is deceptively simple: Play as many Free Peoples cards as you can each turn to empty your hand and rely on great pump cards like **Thundering Host** and good removal like **Arrow-Slits** to move with ease. Then use your great Free Peoples throughput to draw lots of fierce Uruk trackers that play for cheap with **Uglúk, Servant of Saruman** and put some serious hurt on your opponent.

The new initiative rules mean that emptying your hand of Free Peoples cards may not be wise anymore, since your opponent's deck will likely be amped once you give up initiative. Losing initiative means you might face free Nazgûl, a troublemaking Gollum from the discard pile, or a +6 pump instead of a +3 from a Raider opponent. Sauron Orcs simply get bigger with initiative.

The threat mechanic hurts Rohan; they can no longer chump-block with

allies when they need to, as a single ally or companion in the dead pile could mean five or more additional wounds on surviving companions. Despite these drawbacks, Rohan will still be strong for one reason: **Merry, Swordthain**, who lets you grab two discarded weapons during a skirmish phase.

Imagine using your **Rohirrim Helms** twice or getting back discarded **Rohirrim Bows** to take advantage of the strength bonus. How about this combo: Play **Éowyn's Sword, Dernhelm's Blade** on **Éowyn, Restless Maiden** during a skirmish phase to wound a minion, discard it to give Eowyn +2 strength, play it again with Merry to do another wound, and enjoy the sword's natural +3 bonus for an 11-strength Éowyn.

The Uruk tracker side can be played pretty much unchanged, though losing **Deep of Helm** and the Saruman sites hurts.

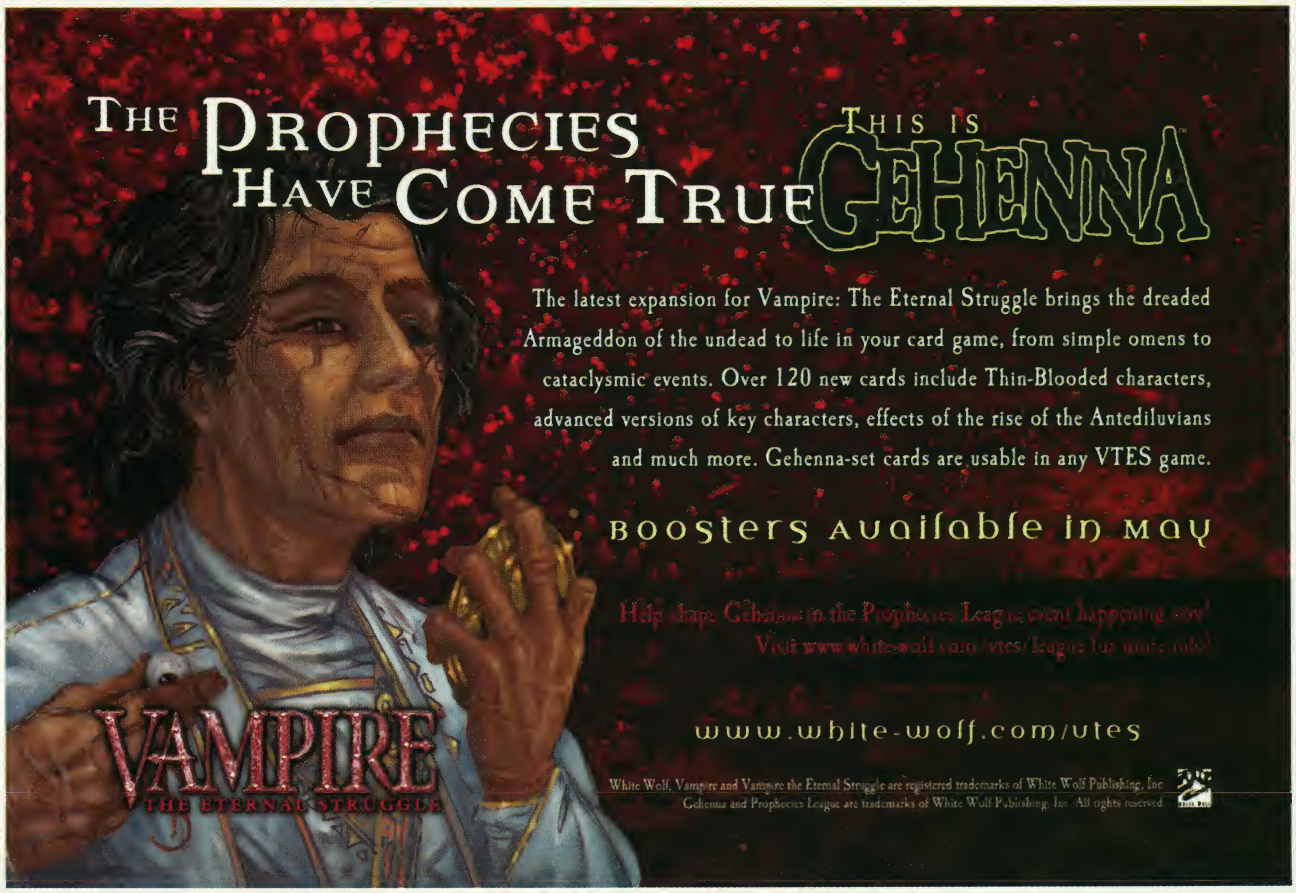
Nazgûl

Nazgûl have been at or near the top of the tournament scene ever since **O Elbereth! Gilthoniel!** moved out of Standard Format. *Return of the King* floods the Nazgûl card pool with new versions of The Nine, devastating events and conditions, and even a new Orc subset, the Morgul Orcs, fueled by spotting Nazgûl and wounds on the Ring-bearer.

The key Nazgûl cards in this set are **Morgul Destroyer**, who adds two threats if he spots a Nazgûl. The Free Peoples player can wound the Ring-bearer to prevent this, which fuels **Úlairë Nelya, Ringwraith in Twilight** (from *Mines of Moria*), as well as other Morgul Orcs that spot wounds on the Ring-bearer. Destroyer can also remove threats for a strength bonus.

There Came a Cry adds a threat, or three threats if you have initiative, and **Úlairë Toldëa, Wraith on Wings** plays for -6 if you have initiative. **The Witch-King, Morgul King** plays Nazgûl from the discard pile by removing a threat.

All these cards work in synergy with each other and can splash in a standard Nazgûl beatdown deck for additional threat wounds whenever Enquëa assassinates someone, or to take advantage of initiative as a punishment for the Free Peoples player playing too many weapons to stop your Nazgûl. The Nazgûl's worst matchup is Rohan; the new **Úlairë Cantëa, Faster than Winds** is better at discarding pesky horses than the old Cantëa was. **Loathsome** and **More Unbearable** give the Nazgûl even more possession-removal to work with. Even the new sites help Nazgûl, especially **Morgulduin**, which nets you a Nazgûl from discard for -2 cost. The Nazgûl should be so prevalent in the new environment that decks will be built just to stop them.



SHADOWFIST STRATEGY

FENG SHUI FUNDAMENTALS

Learn Shadowfist basics for winning decks

by Steve Fritz

Since *Shadowfist*'s debut, more than 100 different feng shui sites (FSS) and 80 other site cards, each with different abilities, has been released. Yet when it comes to deck construction, most players don't seem to see the synergy in certain site combos. Put the right ones together and you have the basics of a winning strategy. Here are a few combos I've pulled off:

ArcanoSeed (FP) and **Proving Ground** (N2). This deck's designed to come out fast and give as many characters ambush as possible. Put ArcanoSeed in the front row and Proving Ground in the back. ArcanoSeed gives your character ambush, while Proving Ground lets you play a character at -2 cost. Do this enough and characters will fly out of your hand.

Rust Garden (10KB), **Free Fire Zone** (DF), **Desolate Ridge** (TW), **Fireworks Factory** (10KB), and **RedGlare Chapel** (RW). This is a personal favorite. When opponents reduce the Garden or Factory to zero, you get to, respectively, damage all their sites or smoke *any* character they control. Desolate Ridge also damages sites any time an opponent plays an event. RedGlare Chapel puts damage on all turned sites. From there, I usually add the Jammer edge **Burn, Baby, Burn!**, which puts additional damage on any damaged site. Finally, if the damage smokes a site, the Jammer battleground site Free Fire Zone gives you power for doing it.

Garden of Bronze (10KB), **Fortress of Shadow** (N1), **Nine Dragon Temple** (10KB). Garden of Bronze gives you three power when an opponent reduces any other site to zero. Both Fortress of Shadow and Nine Dragon Temple give you power when they are reduced to zero. This way, I get as much as six power from an opponent taking one of my sites. Then it's payback time.

Ancient Sanctuary (FP), **Bird Sanctuary** (10KB), **Hidden Sanctuary** (FP), **Shoalin Sanctuary** (10KB) and **Waterfall Sanctuary** (N2). The Sanctuary sites have an interesting synergy. Shaolin Sanctuary is a non-FSS, so I tend to put it in the front row. Bird Sanctuary gives you power when one of your characters is smoked. Waterfall Sanctuary allows you to smoke states. If an opponent takes an FSS, you can immediately replace it with Ancient Sanctuary. Still, the key is Hidden Sanctuary. This card allows you to heal characters after an attack, based on the number of Sanctuary sites you control. That can be considerable.

Maze of Stairs (N2) and **Fox Pass** (10KB). Maze of Stairs must be in your front row, while Fox Pass sits in the back. Fox Pass changes an attacker's target (including a site to a character). Maze of Stairs takes no damage if it's attacked by only one character. If you're attacked by two characters, use Fox Pass so only one character hits the Maze and the other doesn't. If it's more, play events (or whatever) so it gets down to two. If you handle it right, the most you lose is a couple of characters and the attack is a complete failure.

Blue Senshi Chamber, **Green Senshi Chamber**, **Orange Senshi Chamber**, **Red Senshi Chamber**, **Violet Senshi Chamber**, **White Senshi Chamber**, and **Yellow Senshi Chamber** (All N2). When you play this deck, you're going to be playing Guiding Hand, as the Chambers are all Shaolin non-FSSes. I won't go into each one, but Yellow, Green and White are particularly handy in battle. Try them out and see the synergy they have.

Peacock Summit (RW), **Orange Senshi Chamber** (N2), **Sunless Sea Ruin** (N2) **Temple of Celestial Mercy** (10KB). This site combo works especially well when you're building what 'Fist players call a Peacock deck — a deck that uses resources from all eight (soon to be nine) factions. Peacock Summits get +2 body for each different faction resource you have. I put them in my front row, where they soon get to be a beefy body of 12 or more by midgame. Orange Senshi Chamber increases your hand size by one card for the same reason. If potentially expanding your hand to 15 cards isn't enough, the Temple (which is unique) adds another two cards to your hand, while the Ruin does it one per Ruin. You can really open a can on an opponent if you have a 20-card hand!

Obsidian Mountain (N2), **Dragon Mountain** (SS), **Diamond Beach** (RW), and **Stone Garden** (10KB). Obsidian Mountain is an interesting FSS. Its body is a huge 13, and when it takes damage, it puts one point of damage on all your other sites except other Obsidian Mountains. The only two sites this doesn't work on is Dragon Mountain and Diamond Beach. Both have toughness, so the damage bounces off of them. Stone Garden takes the damage' but can heal itself. The end result is a site structure that opponents have a "hard" time damaging.

WARLORD SAGA OF THE STORM SCRYEDECK

by Derrick Seabrook

From the depths of the earth comes the Lord of Gargoyles, **Sjonegaard**. With gargoyle-creating abilities that make **Gnorrow Yaw** look like an amateur, this Dwarven Warlord can be the focus of a very efficient tournament deck that most opponents will not see coming.

Sjonegaard is a level five cleric who can provide all of his gargoyles in the army with an ATK bonus. That's the good news. The bad news is that he can't equip armor, helm, or shield items, and he only has two hit points. He's fragile, but you can minimize this weakness by keeping him as far away from the front rank as possible. It shouldn't be hard, because he can support his troops from any rank with **Bascarite Mask** and **Tears of the Storm**, and don't forget the power of a first-turn **Mass Blessing**.

The responsibility for bashing heads falls to the **Magma Gargoyle**. This level four fighter gargoyle has an awesome ATK bonus, and its react lets you destroy items when you hit with a melee strike. Give them **Axe of Tergoth** and **Havat-Iahn Stance** to increase their number of strikes per turn and watch the bodies fly.

Just when your opponent thinks he's safe, introduce him to the **Slate Gargoyle**, Magma Gargoyle's best friend. His spend order to ready another Gargoyle lets him ready the Magma Gargoyle that just ran through the opposition. And if Slate is adjacent to another gargoyle, that gargoyle can spend to ready Slate. Guess what Slate will do next.

If, after all that, you still face characters that need to die, **I Call On Your Power** can ready Magma Gargoyle for another round of attacking. **Holy Energy** can ready a character, but that character may not attack if it has already attacked that turn. So cast Holy Energy on Slate Gargoyle, then have Slate ready Magma Gargoyle.

Getting your gargoyles into play quickly is another trick of the deck. **Summon Gargoyle**, **Toren Yscar**, and **Limestone Gargoyle** can cycle through your deck faster. Just remember that Limestone Gargoyle can't use its ability to get another Limestone Gargoyle. Everything else in the deck just helps Sjonegaard accomplish his goals of helping the Dwarven Empire.

RAPID-FIRE GARGOYLES

STARTING
1x Rubble Gargoyle (CA)
1x Martyr (DO)
2x War (DO)
1x Sjonegaard (GE)

CHARACTERS
3x Limestone Gargoyle (DO)
3x Prince Alaric (BK)
2x Toren Yscar (BK)
1x Valhala Abyssbane (NV)
1x Gnorrow Yaw (BK)
3x Slate Gargoyle (NV)
3x Magma Gargoyle (GE)
2x Sky (BK)
2x Lightstone Gargoyles (CA)

ITEMS
1x Tears of the Storm (BK)
1x Bloodoak Staff (NV)
3x Axe of Tergoth (CA)
3x Havat-Iahn Stance (BK)
1x Bascarite Mask (BT)

ACTIONS
3x Summon Gargoyle (GE)
3x I Call On Your Power! (DO)
3x Mass Blessing (BK)
3x Treewalk (DO)
3x Holy Energy (BK)
1x Cure Lethal Wounds (BK)

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SCRYEDECK

BLOOD RAINS DOWN

in Rokugan

by Mark Armitage

At the start of the *Gold Edition* arc, one of the most feared decks around was Goblin Blitz. In fact, Jon Rigsby won the Gen Con 2001 storyline tournament with it — the first time a Shadowlands player had won a major storyline event. As the *Gold* story arc evolved, the focus of Shadowlands decks evolved also, until the most successful variants were hybrid military/control decks, like Conrad Jackson's deck, which made the finals at Gen Con 2002. Now, with the first expansion for *Diamond Edition* introducing several strong Bloodspeaker cards, the focus has shifted again: The *Reign of Blood* has begun, and the Shadowlands are out in force once more.

This deck is a control deck, pure and simple. It forsakes **The Spawning Ground** stronghold, used almost exclusively by Shadowlands players throughout the *Gold* arc, for the dueling ability of **Temple of the Ninth Kami**. Using direct personality-kill and some subtle tricks, it clears the battlefield of potential threats and smashes through undefended provinces to win the game.

The main change *Diamond Edition* brought about was in gold structure. Gone were the Shadowlands free corrupt holdings that had been around for years. Even without these staples, the Shadowlands still have one of the strongest gold structures in *Diamond*, with **Obsidian Mine** and the unique **Shadowlands Bastion** (both three cost for four gold production) leading the way, ably supported by **Shackled Oni** and **Wretches** (four cost, three production). **Shrine to Daikoku** and **Fukurokujin** find their way into most decks. *Reign of Blood* provides two useful holdings: **Pit of Blood** means your Bloodspeakers will stay around for a long time, while **Hero's Grave** allows you to use your stronghold's ability and still have it around to buy things later in the turn.

All save two of the personalities are shugenja and all except five are bloodspeakers, with the 12 non-unique personalities all providing good force and chi for their gold cost. **Ishada** allows you use the Mantis trick of **Ambush**/naval invasion/**Overwhelmed**. **Kokujin** and **Iuchiban** are fearsome and almost-unbeatable duelists, and **Seppun Jin** can bring their victims back to wreak havoc on former comrades. **Hakai** supports the chi-loss theme of the deck, and **Yajinden** is almost a walking **Kolat Master**.

The spells and kihos are mainly chi-reduction effects. **Written In Blood** has improved dramatically in *Diamond*, and can finish off personalities who've had their chi lowered with **Burning Blood** or **Doom of Fu Leng**. **Sympathetic Energies** allows you to move the corruption token from Doom to the most desired target, and **Walking the Way** is a no-brainer in a deck using this many shugenja. **Force of Will** makes personalities easier to kill with chi reduction or outright kills dishonored personalities.

Of course, chi reduction also helps with the Temple's stronghold ability. If your opponent decides to duel, **Primal Rage** and **Kharmic Strike** ensure you're always a threat (and, of course, your bloodspeakers can visit the Pit after Kharmic Striking), and **Remorseful Seppuku** polishes off any samurai too cowardly to duel you. **Kolat Assassin** is still one of the best killing cards around, and **Uncertainty** supports both Assassin and duelling. **Rising Shadows** can bow threats early on or set them up for Kokujin's duel, and the **Egg of P'an Ku** can copy any of your big threats. Ambush/Overwhelmed is a lethal combination (especially with the aforementioned naval invasion) and **For The Empire** is another valuable duel. Don't forget that killing dishonored personalities causes honor loss, and thus can prevent an opponent from running away with an honor victory.

Shadowlands are a very different proposition in *Diamond*, compared to their *Gold*-era archetypes, but they still have the tools to strike fear into the hearts of the samurai of Rokugan. Let the *Reign of Blood* commence!

BLOOD AND STEEL

STRONGHOLD: The Temple of the Ninth Kami (H&E)
WIND: The Black Heart of the Empire (DE)
DYNASTY DECK (41)
EVENTS
1x A New Wall (DE)
1x Doom of the Dark Lord (DE)
1x In Time of War (DE)
HOLDINGS
3x Corrupted Dojo (WoC)
1x Gifts and Favors (DE)
1x Hero's Grave (RB)
1x Oblivion's Gate (DE)
3x Obsidian Mine (DE)
1x Pit of Blood (RoB)
3x Shackled Oni (DE)
1x Shadowlands Bastion (DE)
2x Shrine to Daikoku (H&E)
1x Shrine to Fukurokujin (H&E)
3x Wretches (WC)
PERSONALITIES
3x Chuda Masaru (DE)
1x Hakai (RB)
3x Ishada (1KY)
1x Iuchiban (DE)
1x Kokujin Exp. 2 (FOU)
3x Migawari (RB)
1x Seppun Jin (DE)
3x Shukumei (RB)
1x Yajinden (RB)
REGIONS
1x Plains of Otasan Uchi (DE)
FATE DECK (40)
ACTIONS
3x Ambush (DE)
3x For The Empire (DE)
2x Kharmic Strike (DE)
2x Kolat Assassin (DE)
2x Overwhelmed (DE)
3x Primal Rage (DE)
3x Remorseful Seppuku (DE)
3x Rising Shadows (RoB)
1x The Egg of P'an Ku (DE)
2x Uncertainty (DE)
ITEMS
2x Blackened Claws (DE)
1x Yakamo's Claw (DE)
KIHOS
3x Written In Blood (DE)
SPELLS
2x Burning Blood (RB)
1x Doom of Fu Leng (DE)
2x Force of Will (DE)
2x Sympathetic Energies (DE)
3x Walking The Way (DE)

WarCry SCRYEDECK

by Michael Patrick Sullivan

Orcs. They're short. They're green. They're at their happiest when they're killing something — settling for each other, if they must.

For the most part, the units of this Orc deck are divided between howitzers and pistols. Only **Urguck's Chukka Boyz** fall squarely in the middle, with their three strength for four gold, but looks are deceiving. The Chukka Boyz dispense some first-rate pain by shooting short-range for as much as 10 in the right circumstances. One strategy for using these "flingers" is to station them in the reserve line with a small number of strong forward units. Let Urguck's act as backup as the front lines get worn away.

The Chukka Boyz won't be alone in that reserve line. With many low-cost, low-strength units, their best place is in the relative safety of the reserve line. They aren't untouchable, but at least they're not sitting ducks. **Ogdrag's 'Arrer Boyz** fit well their with their support-tactic card text and a ranged attack. **Gitnob's Gitz** are also best here, so they can blow themselves up for forward support when they're needed.

Strategy combinations in this deck are wide open, as there are very few WarCry tactics. While there's great power in many of these tactics, they restrict what you can do first. As a support WarCry, **Kleeva's Cleaver** does impose the "first-tactic restriction," but after that you're wide open and your enemy has likely lost an ability he may well have been counting on. Without the Cleaver, a well-placed **Duplicate** may give you every advantage the opposition affords itself.

There aren't many "trick kills" in this deck, as Orcs prefer to rely on brute strength, but many times this can result in a slaughter, so equip valuable power units in the front line with **Enchanted Armor** when you can. The same goes for the **Banner of Terror**, to aid in routing.

There's little use for magic in this Orc deck. As such, you should have a full pool of spell points to draw upon when you do have the opportunity to use the dark arts. Each use will greatly enhance your ability to wreck, but it's best used against the strongest enemy units, calling for extensive outlays of spell points.

LITTLE GREEN MEN

ARMY DECK
- 3x Urguck's Chukka Boyz (SD)
- 3x Kurgrot's Doomdivers (SD)
- 2x Kleeva's Cleaver (SD)
- 3x Ghulgar's Tuska Boyz (SD)
- 3x Da Big Lobba (SD)
- 3x Warboss Grimgore Ironhide (WC)
- 3x Gitnob's Gitz (WC)
- 3x Ogdrag's 'Arrer Boyz (WC)
- 3x Enchanted Armor (WC)
- 2x Banner of Terror (WC)
- 2x Hammer of Thunder (WC)

ACTION DECK
- 3x Mettle (WC)
- 3x Battlefield Instinct (WC)
- 3x Counter Charge (WC)
- 3x Fast March (WC)
- 3x It's Not Over ... (WC)
- 3x Armor Break (WC)
- 3x Wind of Death (WM)
- 3x Duplicate (SD)
- 3x Break for Winter (SD)
- 3x Earthquake (SD)

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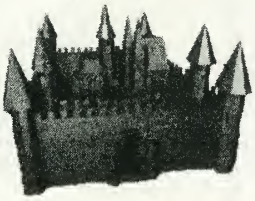

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Raw Deal: Insurrextion Booster	$65
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Shadowfist: Red Wedding Booster	Call
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Star Trek: Reflections	$37
Star Wars: Tatooine	$19
Star Trek: Voyager Booster	$27
Star Wars: Attack/Clones Booster	$27
Star Wars: Battle of Yavin Booster	$69
Star Wars: Cloud City	$19
Star Wars: Death Star 2 Booster	$44
Star Wars: Empire Strikes Back Bstr	Call
Star Wars: Endor	$89
Star Wars: New Hope Bstr (WOTC)	$37
Star Wars: Reflections I	$27
Star Wars: Reflections II	$59
Star Wars: Reflections III	$82
Vampire: TES Anarchs Booster	$61
Vampire: TES Anarchs Precon. Strtr	$37
Vampire: TES Black Hand Bstr/Strtr	Call
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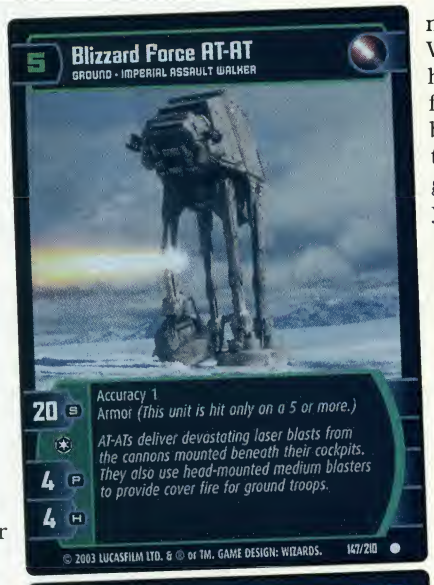
PREPARE FOR A SURFACE ATTACK

The Empire throws its weight around

by Charles Sonnenburg

An obsessed Sith, elephantine war machines, an 11-mile-long battleship, and an appearance by the deadly Emperor's Hand herself makes the wait for *The Empire Strikes Back* expansion worth it. For those who have wanted to sink your teeth into the full might of the Imperial war machine, this set is it. And believe me, the Dark Side's lure of power is far too great to resist.



This Imperial-based deck is constructed on a normally dangerous build curve, but with the enhancement cards available, this won't be a problem. **San Hill** provides his staple extra points, and **Surprise Reinforcements** help you to get these Imperial monsters onto the table quickly. **Hoth System** will help accelerate your space fleets, but the most important location will be **Cloud City Landing Platform**. Rerolling the build-point roll is a huge asset, which is why there's a back-up in case your opponent replaces it. With **Lando Calrissian** and the **Blizzard Force AT-ST**, you should be able to get it back out again with no more than a single lost turn.

You'll give a lot of build points to your opponent, so it's important not to be overconfident. Your advantage is going to be high-powered units rather than numbers, but you'll be playing in arenas where the Light Side doesn't usually doesn't invest many power cards. While you'll want to hold all the arenas for the build-point bonus, remember that space and ground are the areas you'll need to win. **Darth Vader** and **Mara Jade** should hold their own against anything short of an all-out assault. For a little boost, however, they can rely on two of the Dark Side's strongest locations: **Carbon Freezing Chamber** and **Dark Cave**. The former is better against beefy Jedi assaults, the latter against weaker swarm decks. Remember, only one location is allowed per arena, so choose wisely.

The one unit you'll want to get on the table quickly is **Executor**. It's slow and expensive, but it also gives all your Imperial units a +2 power bonus. This will allow your low-cost TIEs and AT-STs to hold down the fort while your heavier forces come into play. By the time your opponent succeeds in taking down the Big E, you should have more than enough muscle with **Imperial Fleet**, **Devastator**, and the **Imperial II-Class Star Destroyer** to dominate the arena while you rebuild the flagship.

In the ground arena, it's all about the walkers. Your speed is going to be terrible, but you'll have more power and better hit points than most, and you should be able to take out many fortifications before they have the chance to attack. **General Maximilian Veers** makes an excellent pilot, allowing you to reroll your attack dice for his walker. This works well with either the **AT-AT Assault Group** (to compensate for a bad roll) or with **Blizzard One** (for a second chance at a critical hit).

Don't expect to roll over your opponents with this deck, but rest assured that you've got the full weight of the Galactic Empire behind you in your war. "You are in command now, Admiral."

SIEGE ENGINE

SPACE (17)
1x Devastator (A) (NH)
3x Executor (A) (EB)
1x Imperial Fleet (EB)
1x Imperial II-Class Star Destroyer (EB)
3x TIE Fighter OS-72-8 (EB)
4x TIE Fighter EX-4-9 (EB)
4x TIE Fighter DS-73-5 (BY)
GROUND (17)
2x AT-AT Assault Group (EB)
4x All Terrain Scout Transport (EB)
3x All Terrain Armored Transport (EB)
4x Blizzard Force AT-ST (EB)
3x Blizzard Force AT-AT (EB)
1x Blizzard One (A) (EB)
CHARACTER (13)
2x San Hill (A) (AC)
2x Lando Calrissian (B) (EB)
3x Mara Jade (A) (EB)
1x Darth Vader (G) (EB)
1x Darth Vader (K) (EB)
2x General Maximilian Veers (A) (EB)
2x Stormtrooper KE-829 (EB)
LOCATION (5)
1x Dark Cave (EB)
1x Carbon Freezing Chamber (EB)
1x Hoth System (EB)
2x Cloud City Landing Platform (EB)
BATTLE/MISSION (8)
2x Hatch a Clone (AC)
3x Pilot's Dodge (AC)
3x Surprise Reinforcements (EB)

Steal the Iron Throne with KILLER COMBOS

A Game of Thrones STRATEGY

by Aaron Witten

As with any other CCG, "killer combos" in *A Game of Thrones* will turn a good deck into a great deck that will hold up well in medium to long-term matches. When we talk about combos — combinations of two or more cards played in sequence to give you a totally unfair (yet legal) advantage — we also have to talk about the feasibility of certain combinations of cards. If you have to play three cards in sequence, but these three cards cost 15 gold, odds are that this combo rarely, if ever, will happen in a real match. Here are some combos that should help anyone:

One of *the* biggest combo cards in the game is **Wheels Within Wheels**. If you're playing Lannister or any Lannister alliance deck, this card is a must-have for causing chaos in the your opponents' ranks. Wheels Within Wheels can foul up your opponents' strategy for the round by changing your plot card at an inopportune time (for them).

Examples of some nasty combos include using it, if you go first, to change the plot at the end of your challenge phase to **Uneasy Peace** to allow you to use military attacks but keep your opponent from doing the same to you. This is *huge* when Lannister plays Stark or Greyjoy opponents. Or, when your opponent goes first, use Wheels Within Wheels to change your plot to **Rioting** right after your opponent is done with his challenges. This way, his characters are mostly knelt and are destroyed at the end of the round. Of course, you can also use Wheels Within Wheels to go to **Valar Morghulis** or **Wildfire Assault** mid-turn if you're looking for character control at unexpected moments or find yourself suddenly overwhelmed. Just make sure to do these combos *after* your opponent's marshalling phase and before yours, if you can.

For house Targaryen, Rioting can work to your advantage in a simple four-step process: Play Rioting at the beginning of your turn; play **Drogon** from your hand during marshalling to kneel all other non-dragon characters in play; watch your opponent whimper; prepare for the kamikaze-like retaliation or a concession speech.

A great little trick that helps every house is using the house-neutral character **Pyromancers** to burn enemy locations when you have no house power (such as on the first turn). They can slow down your opponent's plans for world domination, but be prepared to lose them quickly, once they've destroyed a location or two. Pyromancers are key players when trying to control a strong Greyjoy opponent.

One of the best combos, for a Stark player, is one that I ran up against at Origins. If you find yourself dominating in military, which Stark often does, try this nasty little trick. Play **Now it Comes to War**, giving you a three claim for the round. Declare a military attack with some large army like **War Host of the North** along with **Robb Stark** (*Westeros Edition*). Once you win the challenge, play **Winter is Coming** to raise the claim by one. Let the challenge resolve. (Your opponent will be whining, like me, at this point because you just killed five characters in one attack!) Then, if you have them in your hand, play **Put to the Sword** and/or **Put to the Torch** to claim another character's life and/or two locations of your choice. This makes your tally six characters killed and two locations razed, as well as claiming a house power if your opponent can't oppose it to begin with — all with one attack. If this doesn't make your opponent feel like a filthy old rug during spring cleaning (*i.e.*, taking a prolonged and agonizing beating), I don't know what will. I know that after the combo was played on me, I responded with a handshake and a smile as I put my now-humbled Lannister deck back in its box.

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STAR WARS CUSTOMIZABLE CARD GAME™

FIRST CUT

by Chris Menzel

NO ONE GETS OUT ALIVE!

Highlights of Virtual Set 6

The Player's Committee focused on bringing battles back to the game for the sixth virtual card set for *Star Wars CCG*. Now there will be fewer opportunities to move away from an opponent's battle or to cancel it altogether. The only new escape route in sight would be the new **Weather Vane** (V) card, which will allow some tricky movements.

There will also be incentives for starting battles of your own. **Civil Disorder** (V) and **Ability, Ability, Ability** (V) are potential starting effects that let you retrieve a character for initiating a battle, while providing counters against the feared combat and Senate decks on either side. Two new defensive shields, **Weapons Display** (V) and **Firepower** (V), also follow that pattern, since they make your opponent lose Force for ending a battle before everyone has had a chance to do some damage. Finally, Luke and Boba Fett's new guns also stop movement away from a battle.

The preferred battleground is Cloud City, since the set is based on that expansion and its related cards. The **Carbon Chamber Testing** and **This Deal Is Getting Worse All The Time** objectives for the Dark side receive some serious firepower to support their goals. The first gets an unmodifiable drain via **Despair** (V) and the ability to download any effect once per turn, thanks to **Special Delivery** (V). Also, **We're The Bait** (V) will provide **Dark Deal** with a free first-turn **Executor**, pulling **They Must Never Again Leave This City** from reserve deck.

Free ships aren't exclusive to the bad guys, though. Thanks to **Beldon's Eye** (V), the Light side will be able to deploy a starship with pilot for free from hand or reserve deck when playing the **Quiet Mining Colony** objective. QMC also gets help from **Access Denied** (V), which makes some characters (with permanent weapons) immune to attrition < 4. **Down With The Emperor** (V) and **A Day Long Remembered** (V) cancel all immunity to attrition and not only let your opponent lose Force for lost (Dark) Jedis and lost battles, it could also be considered the first effects with a maintenance cost, since they make you use/lose Force to remain in play.

The Player's Committee has not forgotten the key figures from that part of the trilogy, either. **Boba Fett** (V) is now a card-pulling machine who also draws destiny on his own. **The Emperor** (V) from *Reflections 2* will finally see play, as he is a walking **Force Lightning** and the undisputed ruler of the Senate. Then there's **Lando Calrissian** (V) for the Dark side, who has arguably the best deploy/forfeit/power ratio in the game and can still be pulled by **Security Tower**.

Lando's Light-side counterpart can't replace him anymore, but may be deployed free as a react with **Lobot**'s (V) game text. There are also some old and new cards that enhance these two characters, like **Surreptitious Glance** (V), which lets them add one battle and two power destinies.

The new **Princess Leia** (V) can react and downloads several Leia-related cards. Luke, Han, Chewie and especially Threepio also have cards for (and against) them. The Light side gets two powerful new ships, **Bright Hope** (V) and **Redemption** (V), to put up with those nasty bounty-hunter starships from the previous expansion.

Speaking of bounty hunters, they'll be even stronger, thanks to **Jabba's Influence** (V), which gives most of them power +2. This effect will also help the objectives **Agents Of The Black Sun**, **Court Of The Vile Gangster**, and **My Kind Of Scum**, allowing Jabba to deploy an alien to his palace each turn.

The Light side gets a helper effect for the **You Can Either Profit** objective. **Seeking An Audience** (V), which deploys Leia, Chewie, Lando, Artoo, or Threepio to table each turn, and makes a first turn flip very likely, thanks to bikini-clad **Leia, Rebel Princess**, who reduces the ability of aliens to zero if they have no non-alien friends around. Another objective ripe for a comeback is **Hidden Base**. With **Rebel Planners** (V), you can not only switch systems between games, you can also deploy them from under the starting effect.

You'll also find counter cards against direct damage and two interrupts allowing a player to take two sequential taking actions or movements.

You can find Virtual Set 6 at the Player's Committee web site, *swccgpc.com*.

DOMINION DOMINATION

is the shape of things to come

STAR TREK CUSTOMIZABLE CARD GAME™

SCRYEDECK

by Charles Sonnenburg

The allure of the Dominion is easy to understand. They have the cunning of Romulans, the ruthlessness of Klingons, and might that rivals the Borg. Like the Dominion itself, this deck gives you some options when choosing how best to conquer the quadrant.

Your Jem'hadar forces are the tools of your conquest. All your missions can be completed using only their skills, and few will be able to stand against their sheer muscle. **Military Exercises** is a perfect starting mission, since leadership, security, and officer are common skills among the Jem'hadar.

For other missions, **Yak'Talon, Deadly Patroller** will be a great asset; he provides physics, engineer, and astrometrics. While you may need **Remata'Klan, Unit Leader** to pilot your ship, don't be afraid to sacrifice him if it means keeping Yak'Talon alive to finish a mission. You may temporarily strand your crew, but flying won't be much use if you can't complete your missions.

The Jem'hadar are the strongest characters in the game, so don't be afraid, if you see an opportunity, to put them to the test. **Bred For Battle** is a reusable, though expensive, means of starting personnel combat that will kill a random opposing personnel if you win.

YAK'TALON, DEADLY PATROLLER

FIFTH COLUMNISTS

MISSIONS
1x Destroy Iconian Gateway (CA)
1x Evade Borg Vessel (CA)
1x Founder's Homeworld, Home of the Great Link (CA)
1x Military Exercises (2E)
1x Plot Invasion (CA)
DECK
1x Bashir Founder, Nefarious Saboteur (CA)
2x Kira Founder, Examiner (CA)
1x Lovok Founder, Puppet Master (CA)
1x Martok Founder, Poison of the Empire (CA)
1x Weyoun, Loyal Subject of the Dominion (CA)
2x Founder Leader, Forbidding Judge (CA)
1x Limara'Son, Fierce Soldier (CA)
3x Noret'ikar (CA)
1x Odera'Klen (CA)
3x Rak'tazan (CA)
3x Tozara'Kesh (CA)
3x Varen'agor (CA)
3x Yak'Talon, Deadly Patroller (CA)
2x Ikat'ika, Honorable Warrior (CA)
2x Remata'Klan, Unit Leader (CA)
2x Tenak'talar, Weyoun's Warship (CA)
1x Jem'Hadar Attack Ship (CA)
1x Jem'Hadar Warship (CA)
2x Enemy in Your Midst (CA)
3x Set Up (CA)
1x Under Suspicion (CA)
3x Founder Trap (CA)
3x Our Death is Glory to the Founders (CA)
2x Bred for Battle (CA)
DILEMMAS
1x Authenticate Artifacts (2E)
2x Chula: Echoes (2E)
1x Damaged Reputation (2E)
2x Dressing Down (CA)
1x Drumhead (2E)
2x Equipment Malfunction (2E)
1x Hunter Gangs (2E)
2x Impressive Trophies (2E)
2x Kelvan Show of Force (2E)
1x Maglock (2E)
3x Memory Invasion (EN)
1x Overwhelmed (2E)
1x Pinned Down (2E)
1x Pursuit Just Behind (2E)
2x Quarren Labor Shortage (2E)
3x Roge Borg Ambush (CA)
3x Skeleton Crew (CA)
1x Training Accident (CA)
2x Traitor Exposed (EN)
2x Unscientific Method (2E)
1x Vastly Outnumbered (2E)

Despite the power and efficiency of the Dominion's soldiers, don't forget that their strength also lies in their ability to thwart the efforts of their enemies. **Our Death Is Glory To The Founders** allows a Jem'hadar to "take one for the team" in exchange for stopping an interrupt or event. But, like the Dominion, pick your targets carefully; you're trading two cards for your opponent's one, so make sure it grants you a significant advantage. Stopping a key download with **How Would You Like a Trip to Romulus?** or ensuring victory against **Render Assistance** is worth the price, and without having to lose points to **Amanda Rogers**.

Thwarting your opponent's strategies aren't enough, however; you need the tactical advantage. For this, use your infiltrator Founders to slip into your opponent's ranks and cause trouble with cards like **Enemy In Your Midst**. **Set Up**, combined with attacking Jem'hadar or dangerous dilemmas, will allow you to eliminate key personnel, while **Founder Trap** makes a mission even harder to complete. **Kira Founder, Examiner** will be important, allowing you to recycle key infiltration cards and take further advantage of the abilities of **Bashir Founder, Nefarious Saboteur**, and **Lovok Founder, Puppet Master**.

Founder Leader, Forbidding Judge can be used to accelerate your plans by downloading a key Founder. If you already have Bred for Battle, download **Martok Founder, Poison of the Empire**. Once he's in play, you can play Bred for Battle to download **Under Suspicion**, which will give you an additional edge when piling dilemmas on your opponent.

If you're planning to thwart your opponent, make sure to send **Tenak'talar, Weyoun's Warship** along with your infiltrators. Since your Founders are there to interfere with missions, this ship will let you profit from it by gaining 10 points from their failure. You'll still need to complete a planet and space mission to win, but you might be able to cut your missions from three to two.

Of course, the key to winning as the Dominion does is knowing what the situation requires. The Jem'hadar's weakness is their low cunning; your wily Founders will oft be better used solving missions than infiltration. Other times, especially if your opponent has had a good opening draw, a Bred For Battle/Set Up combo will keep you from falling behind.

WARHAMMER 40,000

STRATEGY

by Chris Wagner

CONTROL THE UNIVERSE

with Horus Heresy's best

Horus Heresy: Leave No Survivors is the first set for the second edition of the *Warhammer 40,000* CCG. The new edition brings the game to a whole new level of balance and interactivity. This actually makes it difficult to single out just one or two cards as the "must haves" of the set. Not all cards are created equal, however, and there are a few in each faction that really stand out.

Loyalists

Bjorn, Wolfguard Champion. A bloated stat line is often camouflage for a mediocre card, but that's not the case with Bjorn. With nine assault and the built-in ability to make an extra sweeping advance, Bjorn is a force to be reckoned with. To ensure this card gets a chance to rampage through your enemy's lines, you'll need to protect it. Include plenty of armor-boosting cards or high-speed blockers to keep Bjorn in play until he gets a chance to assault. Even if he survives, watch out for counterattack. If your opponent charges a high-powered assault unit of his own to block you, assume he's planning to counterattack. If you don't have enough armor for Bjorn to survive, hold off until you've dealt with his blockers.

Thorlief, Wolfguard Squad. The low die and lack of a flag on this unit are acceptable in light of its other qualities. With armor four, this unit is fairly easy to keep alive. Charge it early and start using its ability to destroy your opponent's key units. In practice, you may only get to use the ability one or two times in a battle, but then you can still charge and sweep through your opponent with a powerful six assault.

The Emperor's Might. This asset is like a **Bunker** on steroids. It's good for giving armor and a speed boost to your infantry, as well as having a flag, a six die roll, and a command line that can stop an opponent's sweeping advance cold. (It even has nice art!) This card is likely to become a staple of Loyalist decks, especially those built around shooting, where the speed boost will really come in handy.

Traitors

Abaddon, and Retinue. Not only is this a powerful card based on stats alone, it comes equipped with an ability that can swing the tide of battle in your favor. Once you get it charged, you can start pitching cards to move your opponent's units into sectors where they can do little harm. This ability must be used with care; you don't want to use it to take an early sector at the cost of giving away the advantage elsewhere. Instead, use the eight assault to take out a couple key enemy units.

Ahriman, and Bodyguard. This is another strong unit on stats alone, but it comes with the ability to deny your opponent the ability to counterattack. Counterattack has become a key strategy to stop sweeping advances and to gain an advantage in a war of attrition. Taking it away from an opponent allows your high-powered assaulters to attack without fear of reprisal. To sweeten the deal, it has a flag and a tricky command line that can save key units from a battle gone wrong.

Durkhall, Reaver Squad. As mentioned above, counterattack is a key strategy. Traitor units have a number of ways to get counterattack, and this unit can make that ability even sweeter. With a built-in tactic ability that gives counterattack units +1 armor, you have a great chance of destroying enemy units when they attack and surviving the exchange. Combined with **Lachost, Chieftain Squad** and **Fulgerion, Veteran Squad**, you can really make your opponent sweat when he attacks you. The command line on this card is also excellent, effectively giving you a free shooting unit at a sector.

Unaligned

Ignatius Grulgor, Commander of the Death Guard. How does forcing your opponent to discard random cards to give your cards armor sound? Pretty good? Thought so! A flag, a decent die of four, armor three, and an always-useful command line put this asset card near the top of the list for best of the set. The armor ability can only be used during attack actions, but I don't foresee that taking away from this card's popularity. There just aren't that many situations where this card *won't* be useful.

Rorrorg, Support Bike Squad. This is the best blocking unit in the game. The built-in counterattack ability, combined with good speed and enough assault and firepower to kill most attackers with that counterattack, make this the ideal unit to keep your more valuable cards in play. The command line is also ideal for decks built around shooting, especially since it works on all cards, and not just units — just the thing to take out cards like Ignatius.

Alpha-Zeta 54, Mechanicum Protectors. A good stat line, a flag, and a die of five are icing on the cake. The real power of this card lies in its ability to let you peek at the top card of your deck as a tactic and discard that card if you choose. This ability is always useful and can increase the effectiveness of the rest of your deck by increasing the likelihood of passing critical tests. On top of all this, the command line is great for keeping your shooters alive against counterattack decks.

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HOMEBREW

by Rick Moscatello

TAKE YOUR GAME TO THE NEXT LEVEL

Optional rules for D&D Miniatures

Note: *Alignment restrictions on warband construction should be ignored in these variants.*

Solomon draft

Two players

As with most collectible games, putting together a serious army may require more money than a player is willing to spend initially. Solomon Draft rules allow for fair games even when the choice of units is limited, and is great for introducing newcomers to the game.

First, one player ("Solomon") divides the available pieces into two armies. These armies need not have the same point value. (In fact, if there's only one great unit, like **Earth Elemental**, in the mix, it might be a good idea to have one army possess significantly more points than the other.) The other player chooses which army to play. Play the game as per the normal rules. Once the game is over, count up the victory points for each player.

The player with the fewest of victory points becomes Solomon, and has a choice: He can switch armies, or divide the pieces up into two new armies, as above and let the other player pick an army. Then play another game.

The winner is the player with the most total victory points over the two games.

Reverse draft

Two or more players

This is better for more experienced players, but still works best with limited pieces. Roll to see who goes first. Each player takes turns choosing from the available pool, with the number of pieces he must pick chosen by d20 roll: 1-15 = one piece, 16-20 = two pieces. If only one piece is left, naturally he can only pick the one piece.

Once all the pieces are chosen, players trade armies (roll randomly if there are more than two players), and play as normal. New players are advised to play two games, switching armies between games, with the overall winner being the one with the most total victory points.

A player is not obligated to play a piece if he doesn't want to (for example, if something has "Requires Commander Ally" and he doesn't have any commanders); keep in mind the victory-point rules give a small advantage to the army with the lower point value.

Weather effects

It turns out that the dungeons where warbands battle have their own weather systems, of sorts. Roll on the following before each game, in addition to (or instead of) a scenario:

d20	Result
1-2	Magically lit dungeon (+2 to hit for all ranged attacks)
3-4	Dark hallways (all units not in room tiles gain Conceal 6, not cumulative if they already have Conceal)
5-6	Slippery Floors (-2 to hit on all melee attacks, -1 speed to a minimum of 2)
7-8	Dungeon flooded with 3" of water (no sneak attacks, Conceal is reduced by 2, -1 speed to a minimum of 2)
9-12	No special rules
13-14	Sporadic Silenced Areas (+2 to all saves versus spells, Command is 12 spaces in line of sight, 3 spaces otherwise)
15-16	Smoky (-1 to hit for all ranged attacks)
17-18	Very Smoky (-2 to hit for all ranged attacks, line of sight is reduced to 6)
19	Howling Wind (-3 to hit for all ranged attacks, Command has a range of 6 even with line of sight, -2 to Morale saves)
20	Roll twice more with cumulative effects; reroll if this result comes up again

Doppleganger draft

Two or more players

For this variant, you'll need a stack of 3 x 5" cards. Players construct their armies — large figures are not allowed (a lower point cost for each army is good for the first game) — and write the name of each creature on a card.

Next, players cover each creature's stat card with a 3x5 (the name on the 3x5 cannot match the name on the stat card). For example, a **Halfling Veteran** stat card might be covered by an **Orc Archer** 3x5 (all models are assumed to be medium size), and otherwise set up as normal.

As long as the card (which is used to keep track of the model) is covered by a 3x5, it is automatically in command and counts as a **Human Commoner** (speed 6, AC 10, melee attack +0 for 5 damage).

The only way to remove the 3x5 is when the model takes damage. Note that until a commander is revealed, all other revealed models are considered out of command.

As soon as a player has no more stat cards covered by a 3x5, he automatically loses! The trick is to get your opponent to try to hurt your best units, while, in turn, trying to hit his weakest. With this variant, it's a good idea to avoid models that only have five hit points.

MARVEL HEROCLIX SCRYETEAM

by Michael Patrick Sullivan

The new *Marvel HeroClix* set, *Critical Mass*, introduced us to a wide array of character types. There are two-bit villains, creatures of myth, mutants — and bowlers? With this 300-point assembly of new figures, we meet the *Critical Mass* bowling team.

The experienced **Selene** is the key figure of the team. For her 51 points you get a sturdy girl who can stand up to almost any attack, either by avoidance or by taking her licks and soldiering on with the job at hand. That job is use her initial two clicks of Telekinesis to get some something heavy (like a teammate) down the alley. With only two clicks of throwing power, she needs to use it before she loses it. When she does, or when she's through with it, she's not finished yet. Selene needs to bolster her own team's ability to knock things down by using some of her opposition's ability to do the same. If knocked past her mental powers, try to use the lower clicks of Steal Energy to get some level of Mind Control back.

Start the match by flinging **Archangel** out far enough that his Running Shot can make up the difference. With speed 10, range six, and a clear lane of movement, that's about two-thirds of the map that's covered. The two-point hit may not seem like much, but it's a start and it'll draw out the opposition. After the first click, this X-Man hasn't got much left, so use him recklessly; he's not going to survive.

Help the poor guy out by pushing Selene to follow up with the rookie version of the Spider-Man villain **Rhino**. With his charge ability, the big gray bowling ball can roll up and knock off a little block. Push 'Angel in to pick up the spare. If you can't get Rhino adjacent to an opposing figure, let him have the strike with his Close-Combat Expert ability.

By the third turn, Rhino's likely to be on his own, with Archangel and Selene sidelined with a mild bout of exhaustion. If your opposition is boldly edging in towards your team captain, then it's time for your Asgardian anchor man, **Ulik**, to charge into action. Keep some heavy objects in the immediate vicinity of your starting position. Ulik is super-strong, and after his one click of Charge is gone, that'll help him keep opponents at bay.

They may not want to get close to him, anyway. Six clicks of Close-Combat Expert (which start with a base damage of four) are almost as scary as his face. The objects may also come in handy if Selene is able to hang on to her Telekinesis.

BOWLING FOR BRUISES

1x Selene (veteran, 71 pts.) (CM)
1x Archangel (experienced, 53 pts.) (CM)
1x Rhino (rookie, 81 pts.) (CM)
1x Ulik (rookie, 108 pts.) (CM)

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HEROCLIX
The Collectable Miniatures Game

HOMEBREW

GOOOOOOOAL!

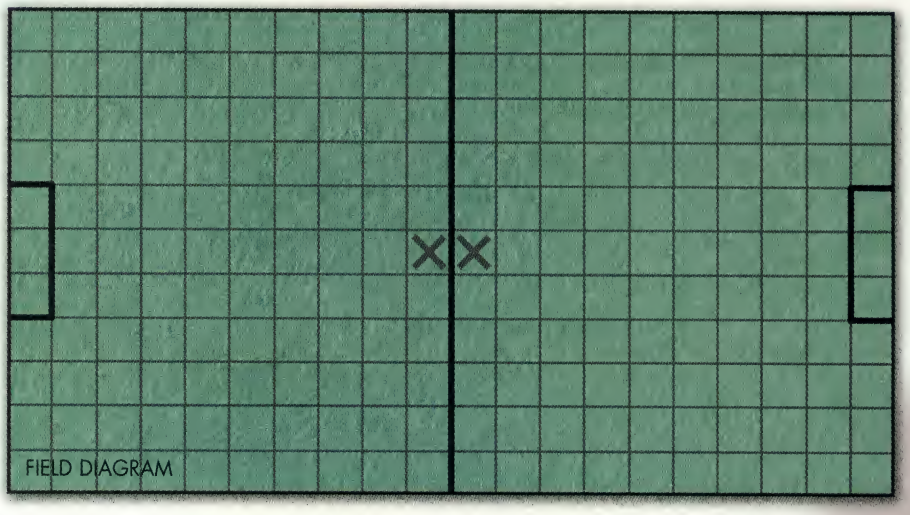
Super soccer for HeroClix

by Nikola Vrtis

Set-up

Two players each create up to a 300-point team (with at least two figures per team) and choose up to 100 points' worth of figures for their reserve. Reserve figures don't count towards how many actions may be taken.

The playing field is 30" long by 16.5" wide and divided into 1.5" squares (20 squares by 11 squares, in other words). Draw a thick line between the center rows of squares along the short side of the board to indicate the halfway line. Draw a thick line around the center three squares on the short edge of each side; these are the goal areas. See the field diagram for details.



Each player designates one figure as a goalkeeper and places it anywhere within one square of the goal on his side of the field. Players put the other figures on their respective teams anywhere on their owner's side of the playing field.

To determine which side goes first, toss a coin. The player who wins the toss decides whether to take the first turn in the first half or the first turn in the second half. The other team goes first in the opposite half.

Place a token (the ball) in the center of the field on the first player's side of the halfway line (as indicated by the Xs on the field diagram). Once the ball is placed, play begins.

General Rules

The game has two halves, each composed of 40 turns. (You can keep track of these on 20-sided dice.) The field is reset and the figures repositioned on their owner's side of the field at the beginning of each half.

Characters may not fly. Only goalkeepers may use Hypersonic Speed, and the keeper may move no further than the halfway line on the field.

Unless a player has only one figure left, a new goalkeeper must be designated when the previous keeper is knocked out. (See Replacing Characters below).

The ball cannot be destroyed.

Attacking

Any character on the opposing team may be attacked.

A character who has been knocked out is taken off the board.

If the character with the ball is knocked out while holding the ball, the ball is dropped where the figure was.

Replacing Characters

A player may switch characters as many times as she desires during the game, but substituting a character counts as an action and may thus only be done on the player's turn. Likewise, a player may introduce a new character to take the place of one that was knocked out. This also counts as an action and the player may only do it on his turn. With the exception of the goalkeeper, the new figure starts on either side of the field at the halfway line. A new goalkeeper always starts within one square of its owner's short edge of the field.

A figure in play may only switch positions with the keeper after a goal is made or at the start of the second

half. A player may not return a figure to the field in the same turn in which she removed that character.

There are two times that players may substitute an on-field character or replace an unconscious character without using actions: after a goal is made or at the start of the second half.

Possessing the ball

A character may not use close-combat powers or attacks when she has the ball. She may use defense powers.

A character may not run the ball off the field.

Picking up the ball does *not* count as an action.

Passing the ball

Any character may pass the ball to any friendly character within range, even if another figure is in the line of fire. The difficulty for this is double the number of squares from the passer to the receiver. The passing character makes an attack roll against that difficulty number (subtract two from the difficulty if the receiving character has Plasticity). Characters with a range of zero may not pass the ball. Characters using Barrier may not receive the ball. Receiving the ball does not count as an action, but passing the ball does.

If the attack roll fails and at least one opposing figure is in the line of fire or within one square of the line of fire (two squares if the character possesses Plasticity), then the ball is intercepted by the opposing figure closest to the passer. If the attack roll fails and there is no opposing character within one space of the line of fire, then the ball continues in a straight line, up to the maximum range for the passer or two squares beyond the target (whichever is higher) or until it comes to the edge of the play area. (See the throwing diagram for an example.) Any character can then take possession of the ball.

A character with the ball may pass it to any adjacent friendly character. Handing off the ball counts as an action for the passing character, but not for the receiving character. Characters without ranged attacks may take this action.

Stealing the ball

When one character makes a successful close-combat attack on another character, instead of doing damage, the attacking character may steal the ball from the target character. The target character may not steal the ball back from a character who just took it away. If the character with the ball has Super Strength, Telekinesis, or Plasticity, only another character with the same power can can steal the ball.

Dropping the ball

A character may drop the ball at any time during her movement. This does not count as an action.

Shooting and scoring

The difficulty roll for a goal is the defense value (ignoring any defense powers) of the goalkeeper, if that character is within two squares of the goal (three squares if the character has Plasticity). If the goalkeeper is farther away, then the difficulty is the defense value (ignoring any defense powers) of a member of the defending team who is within one square (two squares if she possesses Plasticity) of the goal. An unprotected goal has a defense value of four.

The ball from a missed shot goes to whichever character's defense value was used for the difficulty or, if the goal was unprotected, the character nearest the goal (regardless of team).

The ball must go into the goal from the field side of the goal.

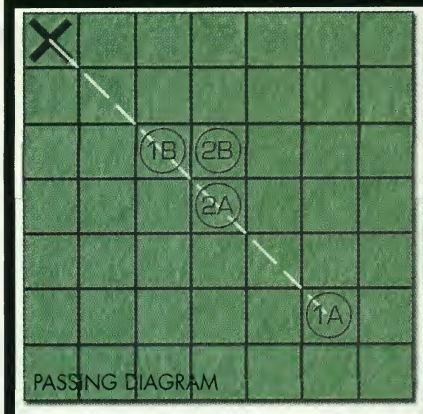
The team making the goal receives one point.

Characters may not enter the goal squares.

If another character is in the line of fire of the goal shot, the shot cannot be made.

A character without a ranged attack may still attempt a goal if the character is within one square of the goal and no other character is in his way. The character makes a close-combat action as normal.

After a goal is made, players move their figures back to their own sides of the field, positioning the characters wherever they want and making any substitutions they wish. All players (including knocked out ones) heal three clicks of damage. The ball is placed in the center of the board on the side of the team that did not make the goal. That team gets the next turn.



Passing Example

Player 1 decides that his Figure 1A will pass the ball to his Figure 1B. Player 2 had his figures, 2A and 2B, already in place. The dashed line shows the line of fire for Figure 1A.

If the pass is successful: Figure 1B now has possession of the ball, even though Figure 2A is in the line of fire.

If the pass is unsuccessful: Figure 2A, who is in the line of fire, intercepts the ball. If neither Figure 2A nor 2B were near the line of fire, then the ball would continue past Figure 1A as per the instructions in the text. In this case, the ball would land at the spot marked with an X.

Victory conditions

The team with the most points at the end of the second half wins the game. A tied score means that the game ends in a draw.

MAGE KNIGHT

STRATEGY

RELIC RAIDER

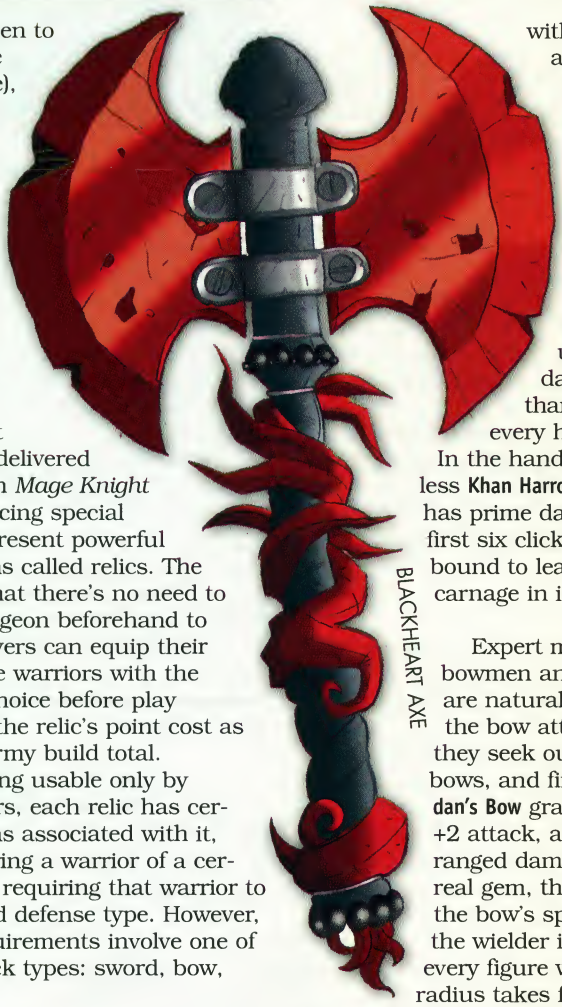
Unearth Mage Knight's magical treasures

by Tom Landy

If you happen to be a hard-core gamer (like me), you know that part of the fun of role-playing campaigns is unearthing powerful magic items and claiming them for your characters.

The folks at WizKids have delivered that concept in *Mage Knight 2.0* by introducing special cards that represent powerful legendary items called relics. The difference is that there's no need to plunder a dungeon beforehand to use them. Players can equip their favorite unique warriors with the item of their choice before play begins, using the relic's point cost as part of their army build total.

Besides being usable only by unique warriors, each relic has certain restrictions associated with it, such as requiring a warrior of a certain faction or requiring that warrior to have the shield defense type. However, most relic requirements involve one of the three attack types: sword, bow, and wand.



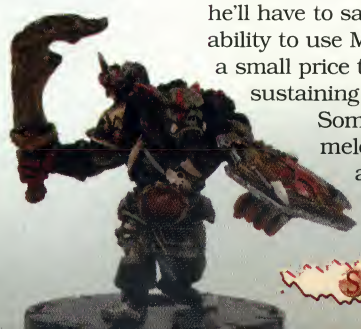
BLACKHEART AXE

Warriors with the sword attack type are typical melee specialists, such as fighters and barbarians, who wouldn't hesitate to kill in a heartbeat to get their hands on the enchanted swords and axes. One particularly alluring sword is the **Caeronn Luckblade**, especially for players who seem to have cursed dice rolls. Whenever the wielder makes a close combat attack (with a +2 bonus), any ones rolled are treated as sixes. Luck will definitely be on your side, since a critical miss is impossible with this 43-point relic.

The legendary axe **Blackheart** does away with dice rolling altogether, if you've got a high enough damage value. While the wielder is prohibited from making ranged attacks, as long as its unmodified damage is greater than its target's, every hit is automatic. In the hands of the reckless **Khan Harrowblade**, who has prime damage for his first six clicks, Blackheart is bound to leave a trail of carnage in its wake.

Expert marksmen like bowmen and gunslingers are naturally blessed with the bow attack type, so they seek out bows, crossbows, and firearms. **Karrudan's Bow** grants its wielder +2 attack, along with a set ranged damage of four. The real gem, though, lies with the bow's special text: If the wielder is eliminated, every figure within a 12" radius takes four damage. Plan carefully, and when you know your archer is near death, send him in, kamikaze-style, for an explosive good time — all for only 30 points.

If you want a ranged machine like **Khan Rava** to have the ability to regenerate damage, turn to **Marrowdrinker**. It allows him to heal a number of clicks equal to the damage he inflicts via ranged attacks, and even gives him a nice little attack bonus on top of it. Unfortunately, he'll have to sacrifice his Arcing Fire ability to use Marrowdrinker, but that's a small price to pay for supreme self-sustaining stamina.



Some of the more powerful melee and ranged weapons are the "slayers": specialized relics forged solely to eradicate warriors of a certain class or race. **Crystal Reaver** and **Raider's Bane** dish out double damage to mages and orcs, respectively, while the ranged **Stoneshatter** causes constructs like golems to crumble upon impact. Slayers can be risky, with their strict limitations, but in the ideal environment they can be devastating.

Lastly, those with the wand attack type value nothing more than the legendary staves and spellbooks that can be found throughout the land. **Tezla's Magestaff** is a limited-edition relic, but it's definitely worth mentioning here. Not only does it boost both attack and defense values by two, it sets the wielder's ranged damage to three and also provides the wing speed type. The ability to soar can be a powerful trick in your arsenal, and now **Anunub** has the power to do it.

Since the introduction of domains, the unpredictable nature of weather can seriously affect the outcome of battles. Players never know if they'll have to face off in a blizzard, thunderstorm, or even complete darkness. **The Book of the Stormcrow** changes that, turning any mage into a Meteorologist of Doom, who can, literally, manipulate your weather domains at will. Now you can play on the turf *you* want to, and the forecast doesn't look promising for your opponent.

Sometimes a unique warrior just needs a little assistance in the defense department, and there are even a few relics to aid in those needs. **Magestone Shield** makes its wielder harder to hit by boosting his defense by three and gives a 50% chance of avoiding wand-based attacks. **Torengrim's Helm** raises its wielder's defense by two and provides complete magic immunity, as well as the chance to destroy relics on opposing figures with each critical hit.

Acquiring such spectacular artifacts used to mean difficult challenges, like sneaking up on Indiana Jones with a chloroform-laced napkin or taking down Lara Croft in a gunfight. Now it's as easy as finding one in every *Mage Knight 2.0* starter or cracking open a few boosters. Can you dig it?

HAMMER TIME

Stormhammers hit hard and fast

by Rod White

Making their debut in *Death From Above*, the Stormhammers faction is one of the two newest factions in the *Mechwarrior: Dark Age* universe. Their strength is that they're fairly heavy hitters at range, they're mostly veteran-rank pieces and, overall, they have a solid assortment of units, almost all of which are useful. They also have a varied arsenal of special abilities to rely on, including Improved Targeting, Armor Piercing, and Infiltrate.

As far as their weaknesses, they're not as bad as the Swordsworn when it comes to managing heat dials on 'Mechs, but with most Stormhammer 'Mechs, the heat dial needs to be managed well. **Ken Roos — Warhammer IIC** is a prime example; on his first click in on the heat dial, he's rolling for a shutdown, making him one of the worst 'Mechs in the entire game, in terms of heat management.

The remaining Stormhammer 'Mechs are definitely worth fielding and far more forgiving in terms of heat-dial management. **Porfiria Navas — Thunderbolt** (207 points) is one of the best options to field in larger games, dishing out five clicks of Armor Piercing damage and boasting Heavy Armor for the first two clicks in on the dial. Even after that, it can still dish out 16 more clicks' worth of AP damage before going salvage, all at 2-14" range.

One of the best 'Mechs for a standard 300-point game is the veteran **Targe**. At 149 points, it not only wields Pulse on its primary energy attack, it's got Streak Missiles as its secondary weapon as deep as six clicks into the dial. It starts with Infiltrate, so it can begin the game 8" outside your deployment zone, allowing you to target just about anything with Streak Missiles as far as 22" into the battlefield from the start of the game. It's an ideal first-strike piece, and Heavy Armor will help soften the blows it takes. However, heat-wise, it's a 'Mech you'll need to manage well, as you'll be rolling for shutodwn and to avoid heatsink overload on two clicks in on the heat dial.

The Stormhammers 'Mech offering the best bang for the buck has to be the veteran **Uller**. At just 122 points, it's pretty forgiving, for a 'Mech, with energy weapons for both primary and secondary weaponry. It can inflict a decent three clicks' worth of damage at 14", and at 8", it can use its primary weapon with Pulse. Like the Targe, this piece can also Infiltrate, but a little further in at 9" into the battlefield. As a bonus, three clicks before it becomes salvage, it gains Improved Targeting, so just when you think it's down and out, it can come back and deal out a little more damage before becoming a pile of scrap.

In terms of vehicles, the veteran **Mars Assault Tank** is as good as it gets. With a 14" range and a whopping five clicks of Armor Piercing damage to start with, it's one tank opponents don't want to be in range of — and it keeps Armor Piercing all the way to salvage on the dial. At 107 points, all that pain doesn't come cheap.

Another favorite is the **Danai Support Vehicle**, which is not only a small tank that can hit for a single click of AP damage at 14", it's also an artillery unit that can wield two artillery pogs with one click of AP damage each at 24", all for 44 points.

Need a transport and a means to make repairs, while you're at it? Well, the veteran **J-37 Ordnance Transport** is not only a three-capacity transport, it's also a repair vehicle which can defend itself at 0-6" with a single click of damage. For just 28 points, it's an option worth considering for most any 300-point game.

As far as the grunts go, the veteran **Salamander Infantry** weigh in at 25 points each, which is pricey for infantry, but with Jump Jets, Flamers, and Bypass (single-use) for most of its dial, and two clicks' worth of damage for the entire dial, it's a strong and useful infantry piece. Drop it via a VTOL transport to shutdown (with Flamers), capture, and then Bypass a 'Mech.

The cheapest and most useful piece in the Stormhammers arsenal is the **Minigun Cycle**. For just 8 points, it deals two clicks of damage with single-use Armor Piercing, and sports 10" of movement.

As you can see, the Stormhammers have what it takes to become one of the strongest and most useful factions in the entire game, and we only touched upon just a few of the 33 existing pieces from *Death From Above* and *Liao Incursion*. The future certainly looks bright for the Stormhammers.

CRIMSON SKIES

HOMEBREW

Instant campaign

JUST ADD ADVENTURE

by Bobby Goodman III

Legendary pilots aren't born — they're made. It takes hundreds of hours in the air, boxes of spent ammunition (most of which misses the target), and a few harrowing escapes that usually end with your rudder nearly burned off. But when you finally do make ace, you've got the moves and war stories to back it up.

Set-up

Each player constructs an air squadron consisting of four planes and one ace figure. Each plane starts at rookie level, and the total cost of your squadron cannot exceed 240 points.

Missions

The campaign is made of a series of randomly generated missions. Before determining the exact mission you'll fly, you need to select an opponent. Each player in the campaign should roll two dice. The player with the highest roll chooses one other player to be his opponent. The remaining players should continue this process, pairing up until all players have opponents. If you started with an odd number of players, the last remaining player chooses any pair of players to join (and will play the part of the dreaded sky pirate).

For each pair of players, the player who rolled higher in the first step andgot to choose his opponent now rolls a six-sider and consults the mission descriptions below. In all of these missions, Scenario Objective markers must be placed at least 3" from the edge of the play area. Also, your opponent is never allowed to disengage until at least one plane (yours or his) has been shot down.

1: Air Drop. Your opponent places three Scenario Objective tokens. You must make airdrops at each location by ending your movement overlapping them. When you overlap a token, remove it from play. You cannot disengage until all your target tokens are removed. A plane earns five experience for each airdrop it makes.

2. Bombing Run. As with Air Drop, except each token represents a ground target you must drop bombs on. When you end your movement overlapping one, roll a die. On a 3, 4, 5, or 6, the token is destroyed (remove it from the play area). Your planes cannot disengage until at least one target is destroyed. A plane gains 10 experience for destroying a token.

3. Patrol. As Air Drop, except the tokens represent way points on your patrol route. One of your planes must visit them in order before any of your planes can disengage. Do not remove the tokens until the entire patrol is completed. The plane that completes the patrol gains 20 experience.

4. Recon. Your planes cannot disengage until they each complete the Cruise maneuver three times in a row (while they take pictures). Each plane that accomplishes this gains 15 experience.

5. Escort. Place three movement markers together in a straight line pointing towards your opponent's edge of the playing area. These markers represent a zeppelin you must escort. At the end of your turn, you may move the zeppelin one movement marker forward, by taking the rear marker and moving it to the front of the zeppelin. The zeppelin can be targeted for attacks but cannot be collided with. It has a silhouette of two, can take 30 clicks of damage, and has Armored Components. Your planes are free to disengage when your zeppelin either exits the playing area or is destroyed. If the zeppelin survives, each of your pilots gains 25 experience. However, if it's destroyed, your opponent's pilots each gain 25 experience.

6: Air Superiority. This mission is an old-fashioned dogfight. You can't disengage until at least one plane has been shot down.

In addition to the scenario objectives, a pilot earns 100 points for each opposing plane it shoots down.

Plane selection

Once the type of mission has been determined, each player rolls two dice to see which of his planes can participate in the combat.

Roll	Name	Planes
2	Lost Sheep	1, chosen by opponent
3-4	Training Flight	2, chosen by opponent
5-6	Lone Wolf	1, your choice
7-9	Wingmen	2, your choice
10-11	Battle Group	3, your choice
12	Squadron	2, your choice

The Sky Pirate. If you're the designated Sky Pirate, you get to use only one plane. You have no mission goals and can disengage whenever you wish; however, for each plane that you shoot down, you gain 150 experience (instead of the standard 100).

Early disengage. If a plane disengages or leaves the playing area before the mission says it can do so, remove that plane from the game for one turn. At the beginning of the next turn, place it back in its own starting area. Each time one of your planes disengages prematurely, all your opponents gain +1 to their initiative rolls for the duration of the game.

Victory and defeat

As you play these missions, keep track of your experience earned for each plane. In between missions, you may raise their levels. If you lose a pilot, you may choose a replacement plane at rookie level to fill in your squadron. The first squadron to bring all four planes to their maximum levels wins the campaign.

START ME UP

Get the jump on the rest of Middle-earth

THE LORD OF THE RINGS TRADABLE MINIATURES GAME

FIRST CUT

by William Springer

One of the biggest concerns of any player new to a collectible game is being able to construct a good team/army/deck from a limited collection. Although most collectable games do suffer from the "Mr. Suitcase" syndrome, many recent games don't require a huge collection to be competitive. Below, we'll walk through the process of creating a playable *Lord of the Rings TMG* army given a small number of pieces.

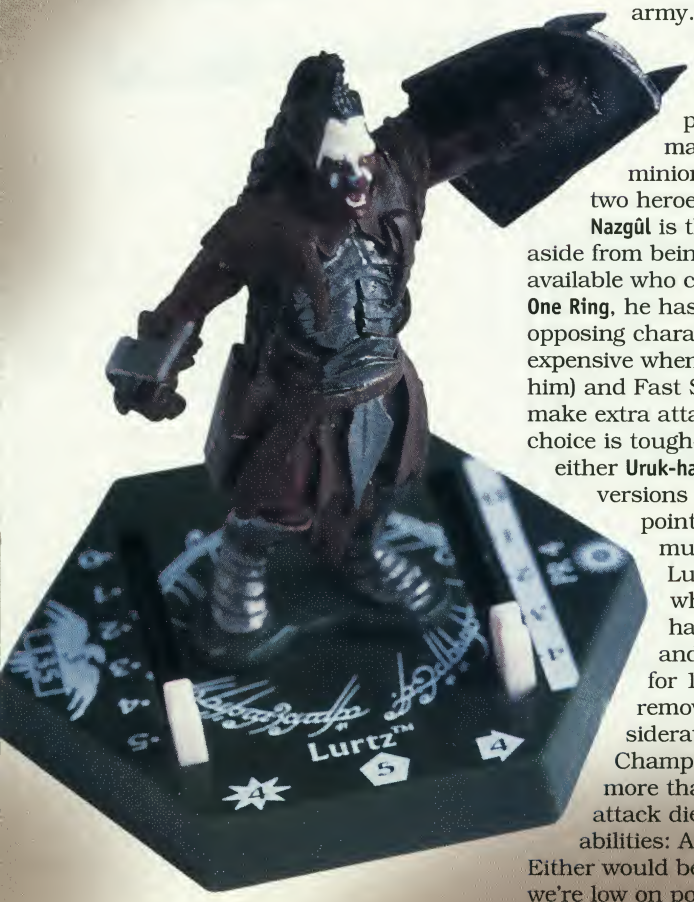
How much should you have to spend in order to play a game? High-end board games cost $60, so let's call that a reasonable starting point for a miniatures game. For that amount, you can get one starter and four boosters for the game. Opening my boosters, I see that I have mostly evil characters, so my first army will be evil. My pulls (including the fixed starter characters) are:

HEROES

Lurtz PR4/white/promo (135 pts.)
Lurtz BS41/orange/rare (145)
Nazgûl PR6/white/promo (200)
Uruk-Hai Champion BS57/orange/uncommon (180)

MINIONS

Haradrim Warrior/BS7/orange/common (55)
Moria Goblin Warrior/BS10/orange/common (20)
Moria Goblin Warrior/BS11/red/uncommon (30)
Orc Archer/BS13/orange/common (35)
Orc Spearman/BS16/orange/common (35)
Orc Warrior/BS19/orange/common (30)
Orc Warrior/BS20/red/uncommon (40)
Uruk-hai Archer/BS28/orange/common (50)
Uruk-hai Berserker/BS31/orange/common (50)
Uruk-hai Warrior/BS25/orange/common (30)



Given the selection, we'll start by building a 500-point evil army. As none of the minions are over 55 points and the heroes have at most five action points (and so can command no more than five minions) we'll need to include two heroes in the army.

Nazgûl is the obvious first choice; aside from being the only character available who can see **Frodo Wearing The One Ring**, he has Dread (which makes opposing characters' actions more expensive when they're adjacent to him) and Fast Strike (allowing him to make extra attacks). Our second choice is tougher; we need to choose either **Uruk-hai Champion** or one of two versions of **Lurtz**. With only 500 points, we won't get too much use out of the rare Lurtz's Battle Cry ability, while the starter version has an extra attack die and an extra action point for 10 points less, so we'll remove rare Lurtz from consideration. The Uruk-hai Champion costs 45 points more than Lurtz and loses an attack die but gains two useful abilities: Armor and Initiative. Either would be a good choice. Since we're low on points, we'll pick Lurtz so we can squeeze in more minions.

Now that we've selected heroes, it's time to pick the minions. Lurtz and Nazgûl have a combined total of eleven action points and cost 335 points, so we have 165 points left for up to 11 minions. Since all the minions available only have one attack, we'll want to include in as many as possible.

Orc Warrior and **Uruk-hai Warrior** cost only 30 points each, but have plenty of action points for converting glancing blows and critical hits. **Uruk-hai Archer** is a bit more expensive at 50, but can fire two arrows from up to six range. For our final 55 points, we can take either **Haradrim Warrior**, with Fast Strike for extra attacks, or the **Orc Spearman** and orange **Moria Goblin Warrior**. The Goblins you have to be careful with — with one armor, any damage roll will hit them — but they're cheap and fast, making them good for outflanking.

This gives us the following army:

1x Nazgul (PR6, 200 pts.)
1x Lurtz (PR4, 135 pts.)
1x Moria Goblin Warrior (BS10, 20 pts.)
1x Orc Spearman (BS16, 35 pts.)
1x Orc Warrior (BS19, 30 pts.)
1x Uruk-hai Archer (BS28, 50 pts.)
1x Uruk-hai Warrior (BS25, 30 pts.)
Total: 500 points

The strategy for this army is simple, due to the limited number of abilities. The Nazgûl and Lurtz will use their combined seven attacks to gang up on the good side's minions, while the Archer stays back (preferably on elevated terrain) to shoot, and the other minions support the heroes as best they can. The Orc Spearman will likely end up sitting behind one of the heroes to use his Spearman ability, while the Moria Goblin Warrior will attempt to outflank slower enemies and the remaining characters will simply dive into the fight.

Would this army win a tournament? Probably not; four boosters doesn't give a large enough selection to choose pieces that really work well together. However, it should win a few games, and should you decide to fully jump into the game, will provide the experience needed to build full 1,000-point armies.

FLASHPOINT

COLLECTIBLE CARD GAME

Beyblade

Decipher • *www.decipher.com* • Available now • 60-card starter decks are $11.99; 11-card booster packs are $3.29

Back in the summer of 2001, Hasbro took spinning tops to a new level with a new line of collectible toys. Although Beyblade wasn't as marketable as fuzzy yellow monsters that shoot lightning, it has still enjoyed significant popularity. Two years later, the interchangeable little spinning demons have ripped their way into a CCG based on the animated TV series *Beyblade: VForce*. Though taking a game from one genre to another is often a blank check for criticism, don't start writing the zeroes yet.

In Decipher's *Beyblade* CCG, you play with a deck of 60 or more cards. First, you choose your Beyblade, or Blade for short. Right away, this will set your spin pile, the "life" of your Blade. If you run out of spin, you're done. After a shuffle and a drawing your hand, you take turns playing actions (to battle), characters (which stay in play and have permanent effects), and events (which add an effect and then hit the discard pile).

There are two catches. First, there are colors across the bottom of the Blade cards. In battle, you play cards in this cycle (red beats yellow, yellow beats green, *etc.*). And second, across the top of every card is a little something called a "battle edge." Any character or event that comes into play relies on this, for these cards are tested against the top card of your opponent's deck. The battle edges on these cards are compared, and if the metal icons match at least once (a "hit"), it can be used, and the opponent's card is discarded; if not, both are discarded. It's even more important in battle, where the final cards played are matched up and the losing player loses spin equal to the number of hits. This makes cards with a lot of metal bits strong, but risky — you'll match your opponent more often, but he'll match you more often, too.

You really can't find anything wrong with the gameplay and card design. The flared, attack ring-like borders around the pictures are a nice touch, and players can customize their cards with stickers packed in with the boosters. Speaking of which, the stickers are such a younger gamer draw, they could turn off older players. Most gamers I know don't like stickering up their cards — it's just not done.

The top keeps spinning like the globe itself, and a new chapter of Beyblade fandom has opened up, and it seems to be off to a good start. Decipher has added another staple to its library and another item to every Blader's wish list.

— ***Jennifer A. Chase***

Card analysis

A *Battle edge.* Here's where you can tell if you score "hits" on your opponent. Compare the edges of the two cards, and for each spot where the live pieces (there are two on this card) match up, it's a hit!

B *Name.*

C *Card type.* This card is an action, which is needed to start a battle. There are also characters (above), events, and the Blades themselves.

D *Game text.* In a battle, only the last card played takes effect, and then, only if the conditions are met. For example, this card would only take effect after a battle initiated on your turn.

Number of players: Two or more
Designed for ages: Seven and up
Learning curve: Easy-Medium
Playing time: 15-20 minutes
Pros: Quick playtime, challenging mechanics, awesome graphics.
Cons: Bland grey Blade cards are easy to lose in the deck; why the stickers again?

Concept	●●●○○
Gameplay	●●●○○
Appearance	●●●●○
Overall	●●●○○

Magic: The Gathering — Battlegrounds

Atari • www.us.atari.com • Available now (PC and Xbox) • $49.99

Magic: The Gathering — Battlegrounds takes a unique approach to the world's oldest CCG. Duels are real-time battles, where combatants use the spells and creatures of *Magic* to attack each other. In truth, it's probably the closest we've ever seen in a game to what a duel in the *Magic* universe is *really* like.

The arena of battle is divided into two halves; if your wizard wanders into the opponent's side, he slowly takes damage and can't cast spells or regenerate mana. Mana spheres appear on a regular basis, and add to a player's total mana when picked up. There are three types of spells — creatures, sorceries, and enchantments. Like the card game, you need to have enough mana cast a spell.

Sorceries have a one-time effect, while enchantments have a permanent effect. Creatures appear where they are cast and most move to attack your opponent. Creatures have power and toughness, and, when they encounter the opposing duelist or another creature, deal damage to the enemy. If a creature survives its fight, it respawns where it was summoned (minus whatever damage it took) and heads out again. As in the CCG, duelists start with 20 life, and it's over when one wizard goes to zero.

The concept of *Magic* as a real-time battle is excellent and the translation of the game to electronic form is remarkably accurate. Most basic special abilities, like flight, first strike, haste, and trample, are included, and plenty of other abilities are faithfully translated. Creatures behave as they would normally be used in the game. For instance, Llanowar Elves and Giant Spiders don't attack; the former replenishes your mana, the latter stays on the defensive and knocks off flying creatures. Players can customize their spellbooks to suit their strategies and take on the world in online play.

That is, assuming they can get through Quest Mode, which is by far the game's biggest downside. Quest Mode is how a player gains spells, and it can be a tedious process.

In Quest Mode, you start with nothing and have to overcome computer challenges to gain spells. The first chapter is about learning the basics, and, for each battle you win (about a dozen in each chapter), you get a red spell.

After you beat the red boss, you start to learn green spells. Those red spells you learned? They're gone. You start over with nothing, and the game teaches you about the strengths of green spells, one by one. After that, your red and green spells are gone and you learn white spells. And so it goes.

If the idea of Quest Mode is to make players work for their spells, why did this have to come at the expense of discarding all your previous spells? Half (or more) of the fun of *Magic* is constructing your own deck and trying new strategies. The "hand-holding" Quest Mode tutorials don't allow any customization or freedom.

If the idea of Quest Mode is to teach players how to use their spells, there are other ways to do it. A player can do arcade-style battles, where you get a mage with a few spells and try him or her out. After a few battles, it's not hard to get a feel for what the spells do. And if a player is still confused, there's always the rulebook, which has a complete description of every spell and a brief glossary.

Magic: The Gathering — Battlegrounds is a great idea, and the actual battles are enjoyable (though they may be a bit fast for some players). But the glorified tutorial that is Quest Mode is a major hurdle that must be overcome in order to get to the great gameplay that lurks underneath.

— Jason Winter

Number of players: One (vs. computer) or two; also supports online play
Designed for ages: 10 and up
Learning curve: Medium
Playing time: Less than five minutes per duel
Pros: Excellent adaptation of the card game; duels are quick and fun.
Cons: Quest Mode is a pain; audio and video tend to skip when there's a lot going on.

Concept	●●●●●
Gameplay	●●●●○
Appearance	●●●○○
Overall	●●●●○

Torches & Pitchforks

Green Ronin • *www.greenronin.com* • Available now • $24.95

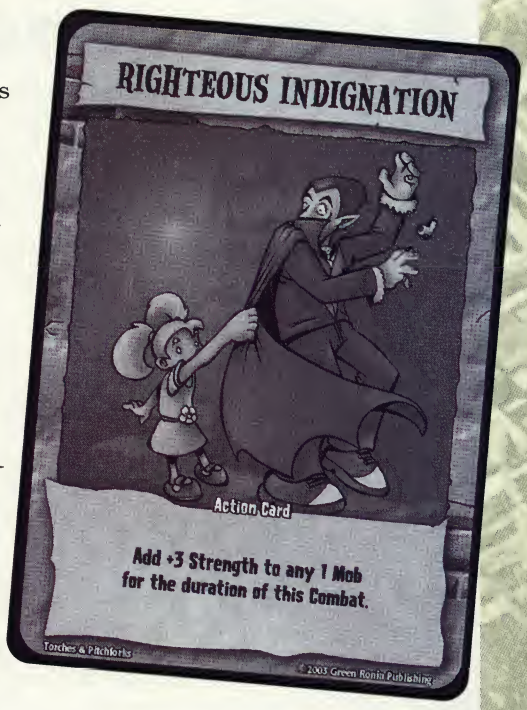
Classic-horror-film fans should get a kick out of *Torches & Pitchforks*, the first non-RPG product from Green Ronin Publishing. The premise is simple: You control half a dozen townsfolk who must band together to mob unsuspecting monsters out for their midnight strolls. Rack up enough points' worth of defeated monsters and you win. The trick is, other mobs are running around beating up monsters, too, so your mob has to beat them to the punch.

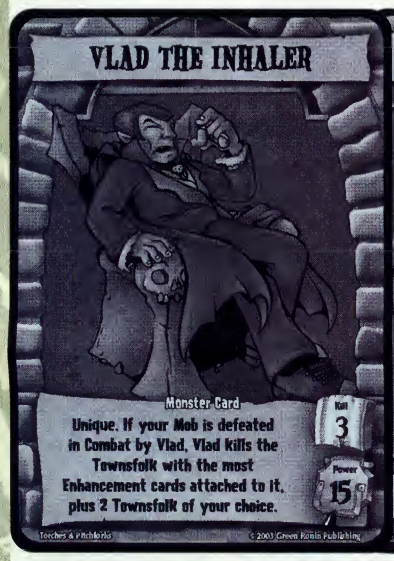
There are three basic types of cards in the game: mob cards, which are people, places, things, and events; monster cards, which are mostly monsters, plus a few events; and townsfolk cards, which are the enraged denizens of the village under siege. The cards, stylishly illustrated in black and white, help set the proper tone. The townsfolk and monsters are common horror-movie stereotypes, with humorous twists on their names and lots of in-jokes.

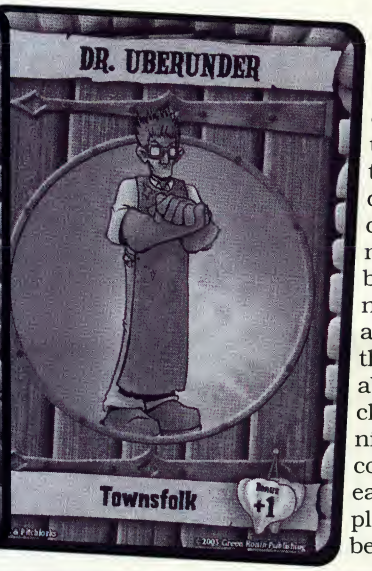
Essentially, you compare the mob's power to the monster's. If the townsfolk are stronger, you defeat the beast and add the monster's power points to your total. (30 points wins the game.) If not, the monster kills a number of townsfolk equal to its kill rating. Townsfolk can be revived, one per turn, so they aren't truly dead. But you'll be down a significant number of points, and anyone killed loses all his stuff, so weapons go away with frightening frequency.

Undefeated monsters go to "the Moors," a still-in-play area where mobs can hunt if they don't draw a monster of their own that turn. Sadly, the choice of monsters is random; everything on the Moors has an equal chance of showing up, so instead of the Giant Killer Bug you were hoping for, you could end up with a more powerful foe.

If a monster is clearly too powerful for your mob, you can try to run away. If you succeed, you roll a die and lose that many cards from your hand. Can't discard enough cards to equal your die roll? It's monster snacktime, but at least you don't have to discard if your mob members are being killed. This means the mob deck cycles quickly; it also makes it difficult to gather resources.







This is not a game for the faint-hearted — even the most timid player quickly discovers the need to clobber opponents who are even thinking about getting close to winning. One complaint: It's easy for a player to fall behind and never recover. Not having even a *chance* to win isn't fun. The game is moderately well-balanced, but most monsters are too tough for a starting mob with no weapons, so the game often starts slowly.

We went through several turns' worth of having our "accessories" stripped by nasty global-effect cards, then spending the next several turns running away from monsters and hoping for a lucky draw. There are some low-point monsters, but there are three times as many tough monsters as weak ones. Did I mention ties go to the monsters?

Torches & Pitchforks is an enjoyable game, particularly if you like classic horror films. It has a few minor flaws, but mostly what it has is fun and good humor. I recommend picking up a copy right away; you never know what could be sneaking up behind you ...

— Bill Bodden

Number of players: Two to five
Designed for ages: 12 and up
Learning curve: Easy
Playing time: 30 to 60 minutes
Pros: Handsome game with good production values and a goofy theme.
Cons: Game can be slowed down considerably until luck takes a hand.

Gameplay	●●●○○
Replay Value	●●●○○
Appearance	●●●●○
Overall	●●●○○

Scream Machine

Jolly Roger Games • *www.jollyrogergames.com* • Available now • $17.95

Scream Machine casts three to six players as competing amusement-park owners. You win the game by attracting the most customers to your park during a fixed number of rounds.

The game contains two decks of cards: attractions and customers. Each attraction card represents a single ride or food outlet you can add to your park. Attractions fit into one of seven categories: water, thrill, nostalgia, kiddie, family, roller coaster, and food. The attraction also adds a certain number of "stars" to your park (one star, three stars, or an awesome five-star attraction).

Customer cards display one of the seven categories, too. Each customer only likes one type of ride, so the customers judge your park on the total number of stars for their favorite ride type. To add an extra challenge in the customer mix, there's also an eighth type of customer, the cheapskate, who doesn't care about rides at all. Cheapskates only attend the park with the lowest number of stars in its attractions — the cheapest park.

Each turn represents a year of operation. The mix of customers changes each turn, so you never know what the next group of fickle people want from your park. All parks compete for a large group of face-up "national" customers; in addition, each park competes against its immediate neighbors to the left and right for a smaller audience of face-down "regional" customers.

Each turn, you get four action points to add or remove rides in your park, advertise, research your market, or explore new ride options. Since you can't please all the customers, you have to decide on a strategy that gives you the biggest audience within a certain specialty — or perhaps tear down a few things to bring in the cheapskates! Advertising adds one to your score (often making a big difference, since totals rarely get above 25), and researching the market lets you look at the face-down regional customer cards next to your park.

The national vs. regional customer dynamic adds spice to the game. Everybody knows what the national customers want, but unless you spend a precious action point on research, you don't know about the regional market. But investing in market research might prevent you from adding two rides to the park.

A few unclear rules mar the game. For instance, when the game talks about "number of symbols" when awarding customers at the end of a turn, it means "total number of stars on the ride cards."

If you like computer simulation games like *Roller Coaster Tycoon* or board games like *Cityscape* and *Big City*, then *Scream Machine* holds a lot of promise for you. It plays fast, keeps you engaged, and challenges your creativity on every turn. Aaron Williams' (*Nodwick*) clever art adds a fun and winsome air to the otherwise stark cards, particularly the customer cards. (I think I saw all of those folks during my amusement park visits last year!) The game works great with adults and kids, too — after all, who hasn't secretly dreamed of building his or her own amusement park?

— John Kaufeld

Number of players: Two to four
Designed for ages: 10 and up
Learning curve: Easy
Playing time: 30-45 minutes
Pros: Unusual play style and setting makes this one a winner for everybody.
Cons: A few ambiguous rules leave first-time players guessing.

Gameplay	●●●●○
Replay Value	●●●○○
Appearance	●●●○○
Overall	●●●○○

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Pirate's Cove

Days of Wonder • *www.daysofwonder.com* • Available now • $49.95

Let's make one thing clear: *Pirate's Cove* is a dicefest. But it's also the most entertaining dicefest I've ever encountered. Customize your pirate ship, sail around, plunder one island community after another, confront (or run away from) legendary pirates, aim your cannons at friends' vessels, and blast holes large enough to navigate without a compass. What more could you want?

The map board features six islands plus the Pirate's Cove. Treasure cards are revealed on every island at the beginning of each turn, indicating what can be obtained through shameless plunder. Players use their captain's wheels to secretly indicate which island they'll visit. Destinations are revealed simultaneously, with the arrival of two (or more) ships at the same harbor sparking a naval battle. The survivor gets the island's loot. Amass enough fame points to put your rivals to shame and the game is yours.

One thrilling aspect of *Pirate's Cove* is being able to build your own ship. Each player manages a board that shows his ship's strengths in four areas: hull, cannons, crew, and sail. The more sail you have, the earlier you'll take your turn in battle. More crew and cannon means more dice to throw in battle. And the more hull you have, the more treasure you can carry away. Doubloons earned through visits to the islands allow you to upgrade your ship, but only if you're anchored at the right island. Each of four islands allows you to boost one of your ship's characteristics, while Tavern Island lets you draw action cards.

Combat's easy — the biggest sail goes first, throwing as many dice as there are pairs of crew and cannons. Fives and sixes are hits, which force an opponent to slide his indicator one step back in the targeted characteristic. It takes time and money to repair the damage. And one black ship is placed on the board to indicate the presence of legendary pirates: Blackbeard, the Flying Dutchman, *etc.* The black ship moves around the board in sequence and attacks any opposing ship using its special abilities. But it can be worth a bunch of fame points to any pirate brave (or dumb) enough to sail in its direction.

As with other Days of Wonder releases, the game components are beautiful and of high quality. Everyone enjoys moving the miniature ships on the map, or pushing the wooden-ring indicators back and forth on the tracking board to indicate the shape of their vessel.

But this is not a deep strategy game. Some planning is required, but ultimately, you're at the mercy of the dice. If you play like a pirate who's got patches over both eyes, you'll lose; but even the most clever strategist may fall behind and never recover. That said, the flavor oozing from the box more than makes up for what some might consider a flaw.

Another small shadow: One of the parrot cards is overpowered. Long John Silver's parrot *should* let you fire as many cannons as you have crewmen, not "always six" as the card states. That's become a permanent house rule for our play group. Speaking of cards, this game screams for expansions (or home-brewed cards). There's lots of room for more action cards, and you're provided with blanks you can put to good use.

The piratical setting is one rarely leaves anyone indifferent. *Pirate's Cove* won't please everyone. But if you've got some sea dog in you, it's pointless to resist the call of the winds.

— Francis K. Lalumière

Number of players: Three to five
Designed for ages: Eight and up
Learning curve: Medium
Playing time: 60 to 90 minutes
Pros: Great components, strong theme
Cons: Not a lot of strategy involved

Gameplay	●●●●○
Replay Value	●●●○○
Appearance	●●●●●
Overall	●●●●○

Fish Eat Fish

Out of the Box • *www.otb-games.com* • Available now • $19.99

"Never judge a book by its cover." That old saying isn't only sound advice, in the case of *Fish Eat Fish*, it's a requirement.

Let's get the bad news out of the way first: The art isn't a good fit here. The rough cartoons are jarring and rob the game of visual impact.

Here's the good news: *Fish Eat Fish* is a solid game that delivers more than you would expect at first glance.

The rules are easy enough to learn. In order, starting with the first player, place one of your five fish on the five-by-five space board. If there are fewer than five players, every remaining open space gets a neutral purple fish. Now, the first player chooses a fish adjacent to one of his fish to "eat." If the fish is neutral or one of his, the player stacks his fish on top of the eaten one. If the fish to be eaten is an opponent's, both players choose a card to play. Add the value of your card to the number of fish in your stack, and the highest total does the eating. In case of a tie, both stacks are removed from play. When only one player has fish left (on top of a stack), the player scores all the fish in his stacks. Also, when a stack consists of more than five fish, the player on top takes and scores the excess fish. The highest score at the end of the game wins.

What makes *Fish Eat Fish* more than a glorified tic-tac-toe game is the card play, the changing game board, and the need to plan ahead. For example, each player has identical card decks. These decks include cards numbered from zero to five and three special cards: the shark, which trumps any numbered card; and two copies of the octopus, which lets you avoid a contest. Also, as the game progresses and there are fewer fish on the board, if you're not able to eat another fish, you must move one of your fish to a position where it could be eaten by another player's fish. This means players have to consider more than just the value of eating a certain fish now; depending on the cards you and your opponent have, an easy victory this turn might put you at a disadvantage next turn.

As you might imagine, the game has a different feel when played by two players than when played by five. Games with fewer players tend to be more tactical from the start, where larger games can be chaotic at the start. Yet, while the games have a different feel, they're all fast and fun.

So do yourself a favor and get yourself one of the biggest new fishes in the little pond that is our hobby. You won't regret it.

— ***Alfredo Lorente***

Gameplay	●●●●○
Replay Value	●●●●○
Appearance	●●○○○
Overall	●●●○○

Number of players: Two to five
Designed for ages: Eight and up
Learning curve: Easy
Playing time: 15-20 minutes
Pros: Easy to learn; plays well no matter how many players; good for all ages
Cons: Art doesn't fit in

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Warcraft

Fantasy Flight Games • *www.fantasyflightgames.com* • Available now • $39.95

Turning a computer game into a board game takes talent, skill, and frankly guts, because it means trying to please two different customer groups. Fantasy Flight Games took a big risk by adapting Blizzard's long-lived and well-loved *Warcraft* computer game into a snazzy board version, but the risk pays off handsomely. With its fast turns and elegant design, *Warcraft* brings the best of the computer game to the tabletop.

Warcraft focuses on the resource-gathering, unit-production, and armed-combat mechanics known and loved by real-time strategy game players. Turns involve moving workers and armed forces, gathering resources, battling foes, deploying new units and buildings, and spending resources on the next turn's production. Translating that rhythm of computer gameplay (gather, build, and deploy) to the board game really brings the *Warcraft* board game to life.

Each of the game's four races (elf, human, orc, and undead) start out equal, but upgrade their power in different ways. The Orcs, big, brutish lugs that they are, have the best melee units in the game, but the worst flying units. Elves don't stand up well in melee, but have the best ranged units. Humans and undead get a solid balance, with no specialties. This forces players to adjust their styles depending on their race's strength, rather than doing things the same way game after game.

The playing area itself is another issue players must contend with. The *Warcraft* computer games include lots of maps with different victory conditions and mixtures of available resources. To give boardgame players a similar toolkit, 13 double-sided board pieces, in several different shapes, are included. Various board pieces display starting towns for the game's races, resource areas (gold mines and forests), objective spaces (worth victory points), and majestic, towering mountains (which generally get in the way of your ground troops).

The rules provide several pre-set board layouts for scenarios and for different numbers of players. Within days of the game's release, the first player-designed scenarios appeared on Fantasy Flight's website. Computer gamers love developing their own custom maps and scenarios, and it looks like board game fans plan to carry the tradition forward in fine style.

Victory conditions depend on the scenario, but usually involve controlling swaths of the board, eliminating opponents' pieces, or holding off an invading force for a specified number of turns. You also gain victory points by upgrading armies to their most powerful levels.

To simulate the computer game's buildings and production limitations, *Warcraft* gives each player a special board called the town interface. This board shows your two permanent buildings, which produce a worker and a melee unit each turn. As you gather resources and workers, you can add new buildings, which let you make more advanced units or produce more of your existing units at the same time. Just like the computer game, resource management is the key. There's always something to spend resources on, but if you don't spend them wisely, victory will pass you by.

The resource-gathering mechanic cleverly adds another variable to the game. To gather resources from gold mines and forests, you assign workers to the appropriate spaces. For each worker, you roll a customized die and get that number of resources. However, if the die shows a three (the most resources one worker can gather in a turn), then the resource space is partially depleted. The next time you roll a three on that same space, it becomes totally depleted and won't produce anything for the rest of the game. This keeps the players moving in the game, since you never know when your resource pool will dry up.

If you enjoy real-time strategy games, there's a lot to like in the *Warcraft* board game. The game moves quickly, keeping everybody's interest. If you understand the basics of any real-time strategy game, then learning the game won't take too long. Best of all, the gameplay itself stays light yet strategic, which means that *Warcraft* works for just about any audience.

— John Kaufeld

Number of players: Two to four
Designed for ages: 10 and up
Learning curve: Hard
Playing time: 30-45 minutes
Pros: Successfully captures the flavor of the computer game.
Cons: The game's only quick-reference chart lives on the back of the rulebook.

Gameplay	●●●●○
Replay Value	●●●●●
Appearance	●●●●○
Overall	●●●●○

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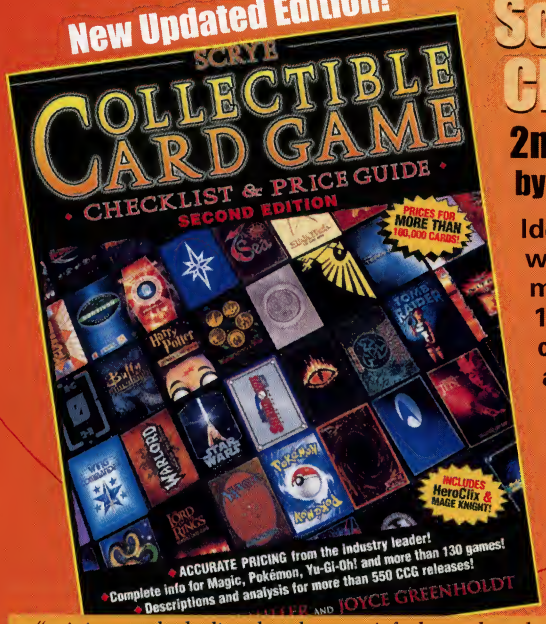

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2nd Edition

by John Jackson Miller and Joyce Greenholdt

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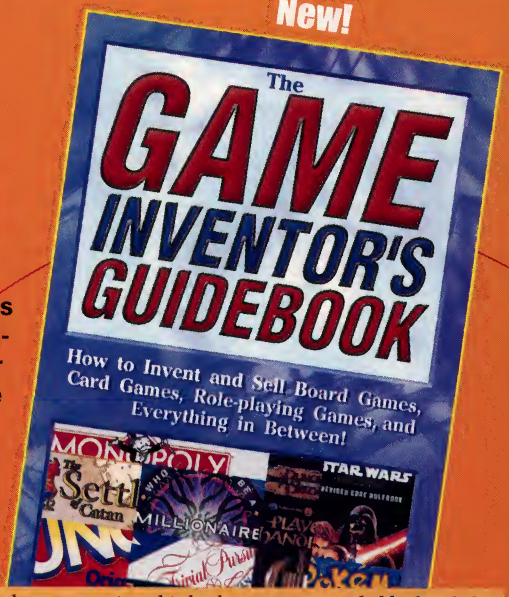

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Scrye is the most accurate and current source of game card prices. This price guide is designed to address the needs of both the novice and avid collector. All prices are in U.S. dollars.

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Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices, therefore, represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the Upper price and 25% were lower than the Lower price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

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Arrows: Arrows represent a change in Median price from the previous issue.

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Poor | Good | Fine | Near Mint | Mint

Grading Guide

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the collectible card games. SCRYE card prices are based on Near Mint or Mint condition cards.

However, with card sets that are highly collectible, such as Magic: The Gathering Alpha and Beta, Mint condition cards may command a premium price much higher than the Near Mint price, because perfect cards from those sets are extremely hard to find.

NOTE: Most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

Mint: This is a card that is perfect in every way.

Near Mint: This (probably) unplayed card shows almost no wear. It may have a few minor scratches or slight marks on the edges. Generally, collectors seek only Mint and Near Mint cards.

Fine: This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It has some minor scratches and/or less than perfect edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close up.

Good: This card has a played look to it. It will have white showing on three or four edges on both faces. It may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except for one distinguishing wear feature, such as a slight tear or easily identifiable crease. It may also have permanent black marks from dirt. It is only acceptable for play if it cannot be easily distiguished from the other cards in the play deck.

Poor: Any card in less than Good condition.

Misprints & Errors: If a card is damaged in the factory by being irregularly cut or crimped, it often has no value. However, an irregularly printed card or a printing error which causes an oddity (such as a black card back or the wrong card back) may be sought-after by a collector who is focusing on oddities. If a card has a text/icon/art error that is later corrected, it may have a premium value.

Autographed Cards: So far, an autograph has not lowered a card's value; to some people, an autograph increases the card's value. A card autographed by the game's designer or the card artist is of more value to a collector. A card autographed and augmented by the game's designer is even better!

Magic: The Gathering

Card Color Key

A:	Artifact
B:	Black
L:	Land
G:	Green
D:	Gold/Multi
R:	Red
U:	Blue
W:	White

Alpha, Beta, Unlimited, Revised, etc.:

There are four printings of the most expensive Magic: The Gathering cards (The Black Lotus and the five Moxes): Alpha, Beta, Unlimited & Collector's Edition. Alpha was the first printing for M:TG (295 cards). Beta, the second printing, had 7 cards added which were not found in the Alpha Set: *CoP: Black, Volcanic Island, Swamp-Two Branch, Mountain-Green Branch, Plains-Pink Horizon, Island-Red, Forest-Eyes* (302 cards). These were the only black-bordered printings of The Gathering series. The Unlimited Edition of The Gathering was identical in size and content to Beta; however, the cards had white borders (302 cards). (e.g., A white-bordered Black Lotus is from the Unlimited series.) The Collector's Edition cards have gold borders on the card backs and square corners, but have black borders on the card faces. Because the Collector's Edition was not designed to play with, the Black Lotus and the Moxes in it are not in high demand.

Rarity: C, U, and R denotes which press sheet the card is found on. There were two sheets (Uncommon and Common) in Arabian Nights, Antiquities, Legends, The Dark and Fallen Empires. Three Sheets were used in the first four printings of the main Magic: The Gathering series and Legends. Four Sheets were used in Ice Age and Fourth Edition, and there was an extra sheet for Land cards for Starter decks. A number denotes how many times the card appeared on the press sheet (e.g., a U1 = the card appeared once on the Uncommon sheet, U3 = the card appeared three times on the Uncommon sheet). Rarity is determined by the total number of cards printed. (e.g., A U1 card is more rare than a U2 or U3 card because there were fewer U1 cards printed). X denotes a fixed card found in starter decks. F is for foil-enhanced cards.

Magic: The Gathering Sets

***Magic: The Gathering* Base Editions**

Alpha: Black-bordered, larger rounded corners than all other printings. Illus. © (Name of artist)
Beta: Black-bordered. Illus. © (Name of artist)
Collector's Edition: Gold-bordered backs with square-cut corners. Illus. © (Name of artist)
Unlimited: White-bordered. Illus. © (Name of artist)
Revised: White-bordered, early printings were pale/light. Illus. © (Name of artist)
Fourth Edition: White-bordered, ©1995 Wizards of the Coast, Inc.
Fifth Edition: White-bordered, ©1997 Wizards of the Coast, Inc.
Classic Edition (6th Edition), Seventh Edition, Eighth Edition: Starting with Classic Edition, Wizards of the Coast printed expansion symbols on its white-bordered base sets. See below for expansion symbols.
**Chronicles: Chronicles cards retain their original expansion symbol but have white borders.
**Note that basic edition (RV/4/5) cards have no expansion symbols. They are removed when the cards are included in the White-bordered set.

Expansion Symbols

(These are found on the right-hand side of Black-bordered cards, beneath the illustration.)

Arabian Nights: Scimitar
Antiquities: Anvil
Legends: Greek Column Top
The Dark: Crescent Moon
Fallen Empires: Crown
Ice Age: Snowflake
Homelands: Circular World Symbol
Alliances: Pennant
Mirage: Palm Tree
Visions: "V"
Astral: Shooting Star
MicroProse Computer Game: Aswan Jaguar 6x9 promo.
Portal: Circular Symbol
Weatherlight: Open Book
Tempest: Cloud with Lightning Bolt
Stronghold: Door with Portcullis
Exodus: Bridge
Unglued: Broken Egg
Urza's Saga: Gears
Urza's Legacy: Hammer
Classic Edition: Roman Numeral "6"
Urza's Destiny: Flask
Mercadian Masques: Mask
Nemesis: Halberd
Prophecy: Crystal
Invasion: Coalition Symbol
Planeshift: Gate Symbol
Seventh Edition: "7" Symbol
Apocalypse: Mask
Odyssey: Mirari Orb
Torment: Wurm
Judgment: Scale
Onslaught: Morph Creature
Legions: Spears & Shield
Scourge: Skull
Eighth Edition: "8" with cards
Mirrodin: Sword of Kaldra

Symbol Color Key (Exodus on): Gold=Rare, Silver=Uncommon, Black=Common)

Alpha
290 Cards

Alpha Set	7175.00	5550.00	4675.00
Alpha Starter Box	6365.00	6055.00▼	5725.00
Alpha Booster Box	10200.00	8875.00▲	6130.00
Alpha Starter Deck	695.00	600.00▲	555.00
Alpha Booster Pack	315.00	245.00▲	220.00

CARD NAME	COL	RAR	UPR	MED	LOW
Air Elemental	U	U	8.00	8.00	6.00
Ancestral Recall	U	R	450.00	380.00▲	315.00
Animate Artifact	U	U	3.50	3.00	2.50
Animate Dead	B	U	6.75	5.00▲	4.05
Animate Wall	W	R	12.00	10.00▲	9.00
Ankh of Mishra	A	R	21.00	16.25▲	14.75
Armageddon	W	R	74.00	65.00▲	59.00
Aspect of Wolf	G	R	15.00	13.00	12.00
Bad Moon	B	R	48.00	38.00▲	35.00
Badlands	L	R	93.00	75.00	69.00
Balance	W	R	55.00	40.00	32.00
Basalt Monolith	A	U	4.15	3.00	3.00
Bayou	L	R	105.00	73.00▲	61.00
Benalish Hero	W	C	2.00	1.00	1.00
Berserk	G	U	76.00	52.00	45.00
Birds of Paradise	G	R	170.00	140.00▲	120.00
Black Knight	B	U	15.00	13.00	9.50
Black Lotus	A	R	1000.00	800.00▲	720.00
Black Vise	A	U	10.50	10.00▲	7.50
Black Ward	W	U	3.00	2.00	2.00
Blaze of Glory	W	R	34.00	30.00	24.00
Blessing	W	R	13.50	12.00	10.00
Blue Elemental Blast	U	C	8.00	2.05	2.00
Blue Ward	W	U	3.00	2.50▲	2.00
Bog Wraith	B	U	3.00	3.00▲	2.00
Braingeyser	U	R	50.00	36.00▲	30.00
Burrowing	R	U	3.00	3.00▲	2.00
Camouflage	G	U	6.00	5.00	5.00
Castle	W	U	3.75	3.00	2.00
Celestial Prism	A	U	3.00	3.00▲	2.00
Channel	G	U	8.50	6.00	5.00
Chaos Orb	A	R	115.00	97.00	91.00
Chaoslace	R	R	10.75	10.00▲	7.50
Circle of Protection: Blue	W	C	2.00	1.60	1.00
Circle of Protection: Green	W	C	2.10	1.60	1.00
Circle of Protection: Red	W	C	3.00	2.00	1.65
Circle of Protection: White	W	C	2.00	2.00	1.00
Clockwork Beast	A	R	14.25	12.00▲	10.00
Clone	U	U	22.00	12.00	10.50
Cockatrice	G	R	15.00	12.00▼	12.00
Consecrate Land	W	U	10.50	9.00	8.25
Conservator	A	U	3.00	2.40▲	2.00
Contract from Below	B	R	23.00	15.00	14.25
Control Magic	U	U	8.00	6.00	5.50
Conversion	W	U	3.25	3.00	2.00
Copper Tablet	A	U	8.00	6.00▼	6.00
Copy Artifact	U	R	39.00	29.00▲	24.00
Counterspell	U	U	29.00	25.00▲	22.00
Craw Wurm	G	C	2.00	1.00	1.00
Creature Bond	U	C	2.00	1.00	1.00
Crusade	W	R	42.00	40.00	40.00
Crystal Rod	A	U	3.00	3.00▲	2.00
Cursed Land	B	U	3.00	2.00	2.00
Cyclopean Tomb	A	R	93.00	75.00	68.00
Dark Ritual	B	C	12.00	7.00	6.00
Darkpact	B	R	12.50	10.25	8.00
Death Ward	W	C	2.00	2.00▲	1.00
Deathgrip	B	U	3.00	3.00	2.25
Deathlace	B	R	10.25	9.00▲	8.00
Demonic Attorney	B	R	13.50	12.00▲	10.00
Demonic Hordes	B	R	35.00	30.00▲	28.00
Demonic Tutor	B	U	38.00	32.00▲	30.00
Dingus Egg	A	R	13.50	12.00▲	11.75
Disenchant	W	C	10.00	8.00	5.75
Disintegrate	R	C	4.00	4.00▲	3.00
Disrupting Scepter	A	R	30.00	28.00▲	19.75
Dragon Whelp	R	U	10.00	6.00	5.00
Drain Life	B	C	6.00	4.00	4.00
Drain Power	U	R	15.00	12.00▲	10.00
Drudge Skeletons	B	C	2.00	1.50	1.00
Dwarven Demolition Team	R	U	9.00	5.00	5.00
Dwarven Warriors	R	C	2.00	1.00	1.00
Earth Elemental	R	U	3.00	3.00	3.00
Earthbind	R	C	3.00	2.55▲	2.00
Earthquake	R	R	40.00	38.00▲	23.00
Elvish Archers	G	R	31.00	22.00▲	20.00
Evil Presence	B	U	3.50	3.00▲	2.00
False Orders	R	C	2.00	2.00	1.60
Farmstead	W	R	13.75	10.00	8.50
Fastbond	G	R	30.00	16.00	15.00
Fear	B	C	2.05	1.50	1.00
Feedback	U	U	3.00	2.00	2.00
Fire Elemental	R	U	4.15	3.00	2.00
Fireball	R	C	5.00	5.00	4.50
Firebreathing	R	C	2.05	2.00	1.00
Flashfires	R	U	5.00	4.10▲	3.80
Flight	U	C	2.00	2.00	1.25
Fog	G	C	2.00	1.00	1.00
Force of Nature	G	R	46.00	35.00	30.00
Forcefield	A	R	130.00	120.00▲	99.00
Forest (2 versions)	L	C	2.00	1.50	1.05
Fork	R	R	60.00	45.00	36.00
Frozen Shade	B	C	2.00	1.00	0.80
Fungusaur	G	R	15.00	11.50	10.00
Gaea's Liege	G	R	30.00	20.00▲	15.00
Gauntlet of Might	A	R	120.00	105.00	85.00
Giant Growth	G	C	8.00	5.00	4.75
Giant Spider	G	C	2.00	1.40	1.00
Glasses of Urza	A	U	3.00	3.00	2.00
Gloom	B	U	5.00	4.00	4.00
Goblin Balloon Brigade	R	U	5.50	4.00	3.00
Goblin King	R	R	31.00	21.00▲	20.00
Granite Gargoyle	R	R	24.00	20.00	19.00
Gray Ogre	R	C	2.00	1.00	0.80
Green Ward	W	U	3.00	2.00	2.00
Grizzly Bears	G	C	2.00	2.00	1.00
Guardian Angel	W	C	2.00	1.00	1.00
Healing Salve	W	C	2.05	2.00	1.50
Helm of Chatzuk	A	R	12.00	10.00	9.50
Hill Giant	R	C	2.05	2.00	1.00
Holy Armor	W	C	2.05	2.00	1.00
Holy Strength	W	C	2.00	1.75	1.00
Howl from Beyond	B	C	2.05	2.00	1.00
Howling Mine	A	R	42.00	33.00▲	27.00
Hurloon Minotaur	R	C	2.00	1.00	0.80
Hurricane	G	U	7.50	5.00	4.35
Hypnotic Specter	B	U	33.00	28.00▲	19.25
Ice Storm	G	U	20.00	18.50▲	14.75
Icy Manipulator	A	U	45.00	39.00▼	30.00
Illusionary Mask	A	R	125.00	86.00▲	40.00
Instill Energy	G	U	4.00	3.00	2.00
Invisibility	U	C	3.00	3.00	2.00
Iron Star	A	U	3.00	2.00	1.60
Ironclaw Orcs	R	C	2.55	2.00	1.50
Ironroot Treefolk	G	C	2.00	1.00	1.00
Island (2 versions)	L	C	2.10	1.75▲	1.50
Island Sanctuary	W	R	15.00	15.00▲	13.50
Ivory Cup	A	U	3.00	2.00	2.00
Jade Monolith	A	R	13.50	12.00	10.00
Jade Statue	A	U	17.50	15.00	11.00
Jayemdae Tome	A	R	30.00	30.00	28.00
Juggernaut	A	U	11.00	10.00	7.50
Jump	U	C	2.00	1.25	1.00
Karma	W	U	4.10	3.00	2.50
Keldon Warlord	R	U	5.00	4.00	3.00
Kormus Bell	A	R	13.50	12.00	9.00
Kudzu	G	R	14.25	10.00	7.75
Lance	W	U	3.00	2.00	2.00
Ley Druid	G	U	3.00	2.00	2.00
Library of Leng	A	U	4.80	4.00	3.05
Lich	B	R	70.00	55.00	46.00
Lifeforce	G	U	3.00	2.90▲	2.15
Lifelace	G	R	10.75	9.00▲	7.25
Lifetap	U	U	3.00	2.00	1.75
Lightning Bolt	R	C	14.25	11.25▲	8.00
Living Artifact	G	R	11.50	9.50▼	8.00
Living Lands	G	R	11.75	10.00	7.00
Living Wall	A	U	3.00	3.00	3.00
Llanowar Elves	G	C	10.50	10.00	10.00
Lord of Atlantis	U	R	31.00	29.00▲	18.50
Lord of the Pit	B	R	34.00	28.00▲	21.00
Lure	G	U	3.50	3.00▲	2.00
Magical Hack	U	R	15.00	11.50	9.00
Mahamoti Djinn	U	R	40.00	34.00▼	32.00
Mana Flare	R	R	28.00	19.00▲	16.75
Mana Short	U	R	22.00	17.50▲	15.00
Mana Vault	A	R	25.00	23.00▲	22.00
Manabarbs	R	R	15.00	12.00	10.50
Meekstone	A	R	23.00	16.00	11.00
Merfolk of the Pearl Trident	U	C	2.80	2.00	1.20
Mesa Pegasus	W	C	2.00	1.00	1.00
Mind Twist	B	R	55.00	31.00▲	22.00
Mons's Goblin Raiders	R	C	2.05	1.40	0.95
Mountain (2 versions)	L	C	2.00	1.50	1.20
Mox Emerald	A	R	395.00	280.00▲	235.00
Mox Jet	A	R	415.00	300.00▲	270.00
Mox Pearl	A	R	375.00	340.00	330.00
Mox Ruby	A	R	395.00	315.00▲	270.00
Mox Sapphire	A	R	425.00	375.00▲	320.00
Natural Selection	G	R	30.00	25.00▼	22.00
Nether Shadow	B	R	18.00	14.00	12.25
Nettling Imp	B	U	4.60	4.00▲	3.00
Nevinyrral's Disk	A	R	78.00	60.00	55.00
Nightmare	B	R	37.00	32.00▼	25.00
Northern Paladin	W	R	20.00	12.50	11.00
Obsianus Golem	A	U	3.00	2.25▲	2.00
Orcish Artillery	R	U	13.50	10.00	4.10
Orcish Oriflamme	R	U	13.75	8.00	4.35
Paralyze	B	C	2.00	1.00	1.00
Pearled Unicorn	W	C	2.00	1.00	1.00
Personal Incarnation	W	R	13.50	12.00	10.00
Pestilence	B	C	2.55	2.00	1.40
Phantasmal Forces	U	U	3.00	3.00	2.00
Phantasmal Terrain	U	C	2.00	1.00	0.80
Phantom Monster	U	U	3.50	3.00	3.00
Pirate Ship	U	R	14.25	11.50▲	10.00
Plague Rats	B	C	2.00	2.00	1.00
Plains (2 versions)	L	C	2.05	2.00▲	1.50
Plateau	L	R	95.00	75.00	69.00
Power Leak	U	C	2.05	2.00▲	1.00
Power Sink	U	C	4.00	3.00	2.00
Power Surge	R	R	13.50	10.75	10.00
Prodigal Sorcerer	U	C	3.50	2.50	2.00
Psionic Blast	U	U	30.00	28.00▲	25.00
Psychic Venom	U	C	2.00	1.00	1.00
Purelace	W	R	10.00	9.50▲	7.50
Raging River	R	R	42.00	30.00▼	25.00
Raise Dead	B	C	2.00	1.00	0.70
Red Elemental Blast	R	C	3.40	2.05	2.00
Red Ward	W	U	3.00	2.50	2.00
Regeneration	G	C	2.00	1.25	0.95
Regrowth	G	U	15.25	14.50▲	10.00
Resurrection	W	U	4.00	3.00	2.50
Reverse Damage	W	R	19.00	14.50	12.00
Righteousness	W	R	16.50	10.00	10.00
Roc of Kher Ridges	R	R	16.50	15.00	12.00
Rock Hydra	R	R	21.00	15.75	14.50
Rod of Ruin	A	U	4.05	3.50▲	2.75
Royal Assassin	B	R	55.00	40.00▲	32.00
Sacrifice	B	U	3.00	2.00	2.00
Samite Healer	W	C	2.00	1.00	1.00
Savannah	L	R	95.00	75.00▲	59.00
Savannah Lions	W	R	40.00	32.00▲	25.00
Scathe Zombies	B	C	2.05	2.00▲	1.00
Scavenging Ghoul	B	U	3.00	3.00▲	2.00
Scrubland	L	R	84.00	73.00▲	64.00
Scryb Sprites	G	C	2.05	2.00▲	1.00
Sea Serpent	U	C	2.00	1.00	1.00
Sedge Troll	R	R	26.00	20.00	20.00
Sengir Vampire	B	U	26.00	17.75▲	15.00
Serra Angel	W	U	65.00	60.00	40.00
Shanodin Dryads	G	C	2.00	1.00	1.00
Shatter	R	C	3.00	1.50	1.00
Shivan Dragon	R	R	98.00	77.00▲	62.00
Simulacrum	B	U	3.75	3.00	3.00
Sinkhole	B	C	22.00	20.00	18.00
Siren's Call	U	U	3.00	3.00	2.50
Sleight of Mind	U	R	15.75	13.00	12.00
Smoke	R	R	14.25	10.25	10.00
Sol Ring	A	U	44.00	39.00▲	28.00
Soul Net	A	U	3.00	2.50▲	2.00
Spell Blast	U	C	2.10	2.00	1.25
Stasis	U	R	25.00	21.00▲	17.00
Steal Artifact	U	U	4.10	3.00	2.00
Stone Giant	R	U	3.00	2.50▲	2.00
Stone Rain	R	C	5.00	3.00	3.00
Stream of Life	G	C	2.55	2.00	1.50
Sunglasses of Urza	A	R	14.25	10.00	10.00
Swamp (2 versions)	L	C	2.05	1.50	1.50
Swords to Plowshares	W	U	21.00	16.00	13.50
Taiga	L	R	90.00	75.00▲	65.00
Terror	B	C	4.00	4.00▲	2.50
The Hive	A	R	13.75	10.00	10.00
Thicket Basilisk	G	U	3.85	3.00▼	3.00
Thoughtlace	U	R	10.00	8.50	7.50
Throne of Bone	A	U	3.00	2.00	1.00
Timber Wolves	G	R	13.50	11.25	10.00
Time Vault	A	R	79.00	73.00▼	64.00
Time Walk	U	R	450.00	320.00▲	300.00
Timetwister	U	R	340.00	300.00▲	240.00
Tranquility	G	C	3.00	2.00	1.00
Tropical Island	L	R	105.00	75.00▲	70.00
Tsunami	G	U	3.00	3.00	2.50
Tundra	L	R	110.00	85.00▲	78.00
Tunnel	R	U	3.00	3.00	1.50
Twiddle	U	C	2.05	2.00	1.00
Two-Headed Giant	R	R	53.00	50.00▲	43.00
Underground Sea	L	R	105.00	95.00▲	70.00
Unholy Strength	B	C	4.00	4.00	2.55
Unsummon	U	C	3.00	2.10▲	1.50
Uthden Troll	R	U	4.00	3.50▲	3.00
Verduran Enchantress	G	R	25.00	20.00▲	15.00
Vesuvan Doppelganger	U	R	60.00	53.00▲	38.00
Veteran Bodyguard	W	R	15.50	15.00	12.00
Volcanic Eruption	U	R	12.50	10.00	10.00
Wall of Air	U	U	3.50	3.00	2.75
Wall of Bone	B	U	3.00	2.50▲	2.00
Wall of Brambles	G	U	3.00	2.00	2.00
Wall of Fire	R	U	3.00	2.50▲	2.00
Wall of Ice	G	U	3.00	2.50▲	2.00
Wall of Stone	R	U	3.00	2.50▲	2.00
Wall of Swords	W	U	3.75	3.00▲	2.25
Wall of Water	U	U	3.00	2.00	2.00
Wall of Wood	G	C	2.00	1.00	1.00
Wanderlust	G	U	3.00	2.25▲	2.00
War Mammoth	G	C	2.00	1.00	1.00
Warp Artifact	B	R	10.00	10.00▲	8.00
Water Elemental	U	U	3.00	3.00▲	2.00
Weakness	B	C	2.00	1.00	0.50
Web	G	R	13.75	10.00	8.50
Wheel of Fortune	R	R	55.00	40.00	35.00
White Knight	W	U	14.00	12.00	10.50
White Ward	W	U	3.00	2.50▲	2.00
Wild Growth	G	C	4.00	2.10▲	2.00
Will-O'-The-Wisp	B	R	38.00	23.00▲	18.50
Winter Orb	A	R	30.00	29.00▼	21.00
Wooden Sphere	A	U	3.00	2.00	2.00
Word of Command	B	R	65.00	60.00	47.00
Wrath of God	W	R	83.00	78.00▲	69.00
Zombie Master	B	R	24.00	17.00▲	13.00
Total			9,691.85	7,799.75	6,647.40

Beta
292 Cards

Beta Set	8250.00	8000.00▲	7765.00
Beta Starter Box	8050.00	6500.00▲	6000.00
Beta Booster Box	12265.00	11775.00▲	10750.00
Beta Starter Deck	895.00	790.00▲	695.00
Beta Booster Pack	375.00	300.00	295.00

CARD NAME	COL	RAR	UPR	MED	LOW
Air Elemental	U	U	8.00	7.00	6.50
Ancestral Recall	U	R	490.00	375.00▲	345.00
Animate Artifact	U	U	3.00	3.00	2.90
Animate Dead	B	U	8.00	5.00	4.75
Animate Wall	W	R	13.50	9.50▲	8.75
Ankh of Mishra	A	R	20.00	14.50▲	11.50
Armageddon	W	R	75.00	60.00	60.00
Aspect of Wolf	G	R	15.00	12.00	11.50
Bad Moon	B	R	50.00	42.00▲	35.00
Badlands	L	R	135.00	83.00▲	75.00
Balance	W	R	70.00	50.00	45.00
Basalt Monolith	A	U	6.00	4.00	3.75
Bayou	L	R	120.00	90.00▲	80.00
Benalish Hero	W	C	2.00	1.00	1.00
Berserk	G	U	80.00	65.00▲	61.00
Birds of Paradise	G	R	175.00	140.00	120.00
Black Knight	B	U	20.00	15.00	15.00
Black Lotus	A	R	1250.00	1000.00▲	750.00
Black Vise	A	U	12.50	10.00	10.00
Black Ward	W	U	3.00	2.50	2.00
Blaze of Glory	W	R	35.00	30.00	30.00
Blessing	W	R	15.00	12.00	11.75
Blue Elemental Blast	U	C	2.80	2.00	2.00
Blue Ward	W	U	3.00	2.00	2.00
Bog Wraith	B	U	3.00	3.00	3.00
Braingeyser	U	R	55.00	42.00▲	38.00
Burrowing	R	U	3.00	3.00▲	2.00
Camouflage	G	U	10.50	6.00	4.25
Castle	W	U	3.00	3.00	2.00
Celestial Prism	A	U	3.00	3.00	2.00
Channel	G	U	10.00	8.25▲	5.50
Chaos Orb	A	R	120.00	100.00▲	95.00
Chaoslace	R	R	10.50	10.00▲	9.00
Circle of Protection: Black	W	C	2.80	2.00	1.25
Circle of Protection: Blue	W	C	2.45	1.40	1.00
Circle of Protection: Green	W	C	2.70	2.00	1.75
Circle of Protection: Red	W	C	2.70	2.00	2.00
Circle of Protection: White	W	C	2.15	1.75▲	1.00
Clockwork Beast	A	R	12.00	11.00▲	10.00
Clone	U	U	22.00	15.00	9.75
Cockatrice	G	R	15.00	15.00	12.00
Consecrate Land	W	U	12.25	11.75▲	9.75
Conservator	A	U	3.00	3.00	2.00
Contract from Below	B	R	19.75	15.50	14.25
Control Magic	U	U	9.00	8.00	8.00
Conversion	W	U	3.00	3.00	2.50
Copper Tablet	A	U	10.00	10.00	6.00
Copy Artifact	U	R	35.00	34.00▲	26.00
Counterspell	U	U	30.00	26.00	25.00
Craw Wurm	G	C	2.00	2.00▲	1.00
Creature Bond	U	C	2.00	1.50	1.00
Crusade	W	R	50.00	45.00▲	42.00
Crystal Rod	A	U	3.00	3.00	2.65
Cursed Land	B	U	3.00	3.00	2.00
Cyclopean Tomb	A	R	72.00	60.00	60.00
Dark Ritual	B	C	12.50	10.00▲	8.75
Darkpact	B	R	15.00	10.00	9.75
Death Ward	W	C	2.00	1.75▲	1.00
Deathgrip	B	U	3.50	3.00	3.00
Deathlace	B	R	10.25	9.50▲	8.75
Demonic Attorney	B	R	14.00	12.00▲	10.00
Demonic Hordes	B	R	35.00	30.00	30.00
Demonic Tutor	B	U	49.00	39.00▲	35.00
Dingus Egg	A	R	14.50	12.00	10.00
Disenchant	W	C	10.00	8.25▲	7.00
Disintegrate	R	C	4.65	4.00▲	3.00
Disrupting Scepter	A	R	35.00	30.00	30.00
Dragon Whelp	R	U	12.00	6.00	6.00
Drain Life	B	C	5.00	4.50▲	4.00
Drain Power	U	R	12.25	10.00	10.00
Drudge Skeletons	B	C	2.00	2.00▲	1.00
Dwarven Demolition Team	R	U	10.00	7.25▲	4.75
Dwarven Warriors	R	C	2.00	1.00	1.00
Earth Elemental	R	U	3.00	3.00	3.00
Earthbind	R	C	3.00	3.00▲	2.25
Earthquake	R	R	40.00	35.00	32.00
Elvish Archers	G	R	26.00	25.00	25.00
Evil Presence	B	U	3.00	3.00	2.50
False Orders	R	C	3.10	2.00	2.00
Farmstead	W	R	13.50	10.00	10.00
Fastbond	G	R	36.00	25.00	24.00
Fear	B	C	2.00	2.00▲	1.25
Feedback	U	U	3.00	3.00	2.00
Fire Elemental	R	U	4.25	3.50	3.00
Fireball	R	C	6.50	5.00	5.00
Firebreathing	R	C	2.00	2.00▲	1.00
Flashfires	R	U	6.25	5.00▲	3.90
Flight	U	C	2.00	1.75▲	1.00
Fog	G	C	2.00	2.00▲	1.00
Force of Nature	G	R	45.00	35.00▲	28.00
Forcefield	A	R	135.00	125.00▲	100.00
Forest (3 versions)	L	C	2.00	2.00	1.65
Fork	R	R	64.00	55.00▲	50.00
Frozen Shade	B	C	2.00	2.00	1.25
Fungusaur	G	R	15.00	12.00	10.00
Gaea's Liege	G	R	25.00	20.00	15.00
Gauntlet of Might	A	R	125.00	120.00	97.00
Giant Growth	G	C	5.75	5.00	5.00
Giant Spider	G	C	2.00	1.00	1.00
Glasses of Urza	A	U	3.00	3.00	2.90
Gloom	B	U	6.25	5.00	5.00
Goblin Balloon Brigade	R	U	6.25	5.00▲	4.00
Goblin King	R	R	25.00	25.00	25.00
Granite Gargoyle	R	R	25.00	22.00	20.00
Gray Ogre	R	C	2.00	1.00	1.00
Green Ward	W	U	3.00	2.00	2.00
Grizzly Bears	G	C	1.90	1.00	0.80
Guardian Angel	W	C	1.75	1.00	1.00
Healing Salve	W	C	2.00	2.00	1.75
Helm of Chatzuk	A	R	10.75	10.00	10.00
Hill Giant	R	C	2.15	2.00▲	1.00
Holy Armor	W	C	2.00	2.00▲	1.00
Holy Strength	W	C	2.00	2.00	1.75
Howl from Beyond	B	C	2.00	2.00	2.00
Howling Mine	A	R	56.00	44.00▲	36.00
Hurloon Minotaur	R	C	1.75	1.00	1.00
Hurricane	G	U	8.00	6.00	5.00
Hypnotic Specter	B	U	42.00	34.00	29.00
Ice Storm	G	U	24.00	21.00	20.00
Icy Manipulator	A	U	54.00	45.00	40.00
Illusionary Mask	A	R	125.00	100.00▲	63.00
Instill Energy	G	U	3.25	3.00	3.00
Invisibility	U	C	4.25	3.00	2.90

Iron Star	A	U	3.00	3.00▲	2.00
Ironclaw Orcs	R	C	2.70	2.00	2.00
Ironroot Treefolk	G	C	2.00	1.00	1.00
Island (3 versions)	L	C	2.70	2.00	2.00
Island Sanctuary	W	R	13.50	12.75	12.00
Ivory Cup	A	U	3.00	3.00	2.00
Jade Monolith	A	R	13.00	12.00	12.00
Jade Statue	A	U	20.00	15.00	15.00
Jayemdae Tome	A	R	35.00	35.00	30.00
Juggernaut	A	U	12.50	11.00	10.25
Jump	U	C	1.65	1.00	1.00
Karma	W	U	5.00	5.00	3.50
Keldon Warlord	R	U	5.00	5.00	5.00
Kormus Bell	A	R	12.75	10.25	10.00
Kudzu	G	R	13.25	10.00	10.00
Lance	W	U	3.00	3.00	2.00
Ley Druid	G	U	3.00	3.00	2.75
Library of Leng	A	U	5.00	3.00	3.00
Lich	B	R	64.00	58.00▲	51.00
Lifeforce	G	U	3.50	3.00	3.00
Lifelace	G	R	10.75	8.00	8.00
Lifetap	U	U	3.00	3.00	2.00
Lightning Bolt	R	C	15.00	12.00	10.00
Living Artifact	G	R	15.00	10.00	10.00
Living Lands	G	R	13.50	10.00	9.00
Living Wall	A	U	5.00	4.00	3.00
Llanowar Elves	G	C	10.00	10.00	10.00
Lord of Atlantis	U	R	40.00	35.00	30.00
Lord of the Pit	B	R	40.00	30.00	28.00
Lure	G	U	3.25	3.00	3.00
Magical Hack	U	R	15.00	13.00	12.00
Mahamoti Djinn	U	R	40.00	35.00▲	30.00
Mana Flare	R	R	33.00	25.00▲	23.00
Mana Short	U	R	31.00	19.00▲	15.00
Mana Vault	A	R	37.00	25.00	25.00
Manabarbs	R	R	15.00	15.00	14.75
Meekstone	A	R	21.00	20.00	18.50
Merfolk of the Pearl Trident	U	C	2.00	1.75▲	1.00
Mesa Pegasus	W	C	2.00	2.00▲	1.00
Mind Twist	B	R	48.00	32.00	28.00
Mons's Goblin Raiders	R	C	2.00	1.00	1.00
Mountain (3 versions)	L	C	2.15	2.00	1.90
Mox Emerald	A	R	430.00	365.00▲	300.00
Mox Jet	A	R	450.00	325.00	300.00
Mox Pearl	A	R	400.00	330.00	300.00
Mox Ruby	A	R	425.00	325.00	300.00
Mox Sapphire	A	R	450.00	395.00▲	350.00
Natural Selection	G	R	30.00	30.00	24.00
Nether Shadow	B	R	22.00	15.50▲	14.25
Nettling Imp	B	U	6.00	5.00	5.00
Nevinyrral's Disk	A	R	79.00	68.00▲	65.00
Nightmare	B	R	40.00	35.00	34.00
Northern Paladin	W	R	25.00	15.00	15.00
Obsianus Golem	A	U	3.00	3.00	3.00
Orcish Artillery	R	U	5.00	4.00▲	3.00
Orcish Oriflamme	R	U	5.25	4.00▲	3.00
Paralyze	B	C	2.00	1.50	1.00
Pearled Unicorn	W	C	1.75	1.00	1.00
Personal Incarnation	W	R	12.75	12.00	10.00
Pestilence	B	C	2.15	2.00	2.00
Phantasmal Forces	U	U	3.00	3.00	2.75
Phantasmal Terrain	U	C	2.00	2.00▲	1.00
Phantom Monster	U	U	3.00	3.00	3.00
Pirate Ship	U	R	12.75	10.75	10.00
Plague Rats	B	C	2.00	1.75▲	1.25
Plains (3 versions)	L	C	2.15	2.00	2.00
Plateau	L	R	130.00	100.00▲	80.00
Power Leak	U	C	2.00	2.00	1.40
Power Sink	U	C	4.00	3.00	2.45
Power Surge	R	R	15.00	11.50▲	10.00
Prodigal Sorcerer	U	C	3.25	3.00	2.90
Psionic Blast	U	U	38.00	32.00	30.00
Psychic Venom	U	C	1.90	1.00	1.00
Purelace	W	R	10.50	9.00▲	8.00
Raging River	R	R	39.00	30.00▼	28.00
Raise Dead	B	C	2.00	1.65▲	1.00
Red Elemental Blast	R	C	4.00	2.00	1.60
Red Ward	W	U	3.00	2.00	2.00
Regeneration	G	C	1.90	1.00	1.00
Regrowth	G	U	27.00	15.00	14.50
Resurrection	W	U	4.00	4.00▲	3.20
Reverse Damage	W	R	20.00	15.00	14.25
Righteousness	W	R	15.75	12.75	10.00
Roc of Kher Ridges	R	R	20.00	15.00	14.50
Rock Hydra	R	R	25.00	24.00▲	19.00
Rod of Ruin	A	U	4.00	3.00	3.00
Royal Assassin	B	R	60.00	49.00▲	40.00
Sacrifice	B	U	3.00	3.00	1.90
Samite Healer	W	C	1.90	1.00	1.00
Savannah	L	R	130.00	90.00	75.00
Savannah Lions	W	R	50.00	30.00	29.00
Scathe Zombies	B	C	2.00	2.00▲	1.00
Scavenging Ghoul	B	U	3.00	3.00	3.00
Scrubland	L	R	115.00	80.00	74.00
Scryb Sprites	G	C	2.00	2.00▲	1.60
Sea Serpent	U	C	2.00	1.00	1.00
Sedge Troll	R	R	26.00	20.00	20.00
Sengir Vampire	B	U	25.00	20.00	20.00
Serra Angel	W	U	66.00	65.00	63.00
Shanodin Dryads	G	C	2.00	1.75▲	1.00
Shatter	R	C	2.45	1.90▲	1.15
Shivan Dragon	R	R	125.00	80.00	71.00
Simulacrum	B	U	3.00	3.00	3.00
Sinkhole	B	C	30.00	25.00	20.00
Siren's Call	U	U	3.00	3.00	3.00
Sleight of Mind	U	R	15.00	13.50	12.00
Smoke	R	R	15.00	12.00	10.00
Sol Ring	A	U	49.00	36.00▼	35.00
Soul Net	A	U	3.00	3.00	3.00
Spell Blast	U	C	2.15	2.00	1.75
Stasis	U	R	25.00	25.00	25.00
Steal Artifact	U	U	4.25	3.00	2.75
Stone Giant	R	U	3.00	3.00	2.00
Stone Rain	R	C	5.00	4.00▲	3.50
Stream of Life	G	C	2.15	2.00	2.00
Sunglasses of Urza	A	R	12.75	10.00	10.00
Swamp (3 versions)	L	C	2.00	2.00	1.40
Swords to Plowshares	W	U	25.00	20.00	20.00
Taiga	L	R	125.00	85.00	79.00
Terror	B	C	5.00	4.00	3.90
The Hive	A	R	13.50	10.50	10.00
Thicket Basilisk	G	U	4.50	3.00	3.00
Thoughtlace	U	R	12.00	8.00	8.00
Throne of Bone	A	U	3.00	3.00	2.50
Timber Wolves	G	R	15.00	12.00	11.50
Time Vault	A	R	78.00	75.00	73.00
Time Walk	U	R	430.00	380.00▲	320.00
Timetwister	U	R	375.00	290.00▲	245.00
Tranquility	G	C	2.15	2.00	1.00
Tropical Island	L	R	140.00	88.00▲	80.00
Tsunami	G	U	3.50	3.00	3.00
Tundra	L	R	135.00	91.00	80.00
Tunnel	R	U	3.00	3.00	2.50
Twiddle	U	C	2.00	1.50▲	1.00
Two-Headed Giant	R	R	60.00	50.00	48.00
Underground Sea	L	R	125.00	95.00▲	86.00
Unholy Strength	B	C	4.00	4.00	3.25
Unsummon	U	C	3.00	2.80▲	2.00
Uthden Troll	R	U	3.25	3.00	3.00
Verduran Enchantress	G	R	25.00	18.00▲	15.00
Vesuvan Doppelganger	U	R	75.00	53.00▲	45.00
Veteran Bodyguard	W	R	16.25	15.00	15.00
Volcanic Eruption	U	R	12.00	10.00	10.00
Volcanic Island	L	R	140.00	90.00	78.00
Wall of Air	U	U	3.00	3.00	3.00
Wall of Bone	B	U	3.00	3.00	3.00
Wall of Brambles	G	U	3.00	3.00	2.00
Wall of Fire	R	U	3.00	3.00	2.00
Wall of Ice	G	U	3.00	3.00	2.50
Wall of Stone	R	U	3.00	3.00	2.00
Wall of Swords	W	U	3.15	3.00	3.00
Wall of Water	U	U	3.00	3.00	2.40
Wall of Wood	G	C	2.00	1.00	1.00
Wanderlust	G	U	3.00	3.00	2.00
War Mammoth	G	C	2.00	1.00	1.00
Warp Artifact	B	R	10.50	10.00	9.50
Water Elemental	U	U	3.00	3.00	2.50
Weakness	B	C	2.00	1.00	1.00
Web	G	R	12.75	10.00▲	8.00
Wheel of Fortune	R	R	64.00	51.00▲	49.00
White Knight	W	U	16.00	15.00	15.00
White Ward	W	U	3.00	2.00	2.00
Wild Growth	G	C	4.00	3.00▲	2.00
Will-O'-The-Wisp	B	R	36.00	20.00	17.00
Winter Orb	A	R	45.00	35.00	30.00
Wooden Sphere	A	U	3.00	3.00	2.50
Word of Command	B	R	60.00	58.00	51.00
Wrath of God	W	R	110.00	82.00▲	75.00
Zombie Master	B	R	24.00	15.50	14.00
Total			10,844.40	8,650.75	7,536.75

Unlimited 292 Cards

Unlimited Set	3600.00	3315.00▲	2995.00
Unlimited Starter Box	3875.00	3525.00▲	3325.00
Unlimited Booster Box	5205.00	4615.00▲	4500.00
Unlimited Starter Deck	450.00	400.00▲	365.00
Unlimited Booster Pack	150.00	130.00	115.00

CARD NAME	COL	RAR	UPR	MED	LOW
Air Elemental	U	U	3.50	1.50▼	1.00
Ancestral Recall	U	R	320.00	290.00▲	255.00
Animate Artifact	U	U	1.50	1.00	1.00
Animate Dead	B	U	2.75	1.90▼	1.00
Animate Wall	W	R	4.00	4.00	2.75
Ankh of Mishra	A	R	6.50	5.00	4.00
Armageddon	W	R	14.00	10.00	8.00
Aspect of Wolf	G	R	5.00	4.00	3.00
Bad Moon	B	R	13.25	8.50	6.00
Badlands	L	R	26.00	25.00	21.00
Balance	W	R	10.50	8.00	5.00
Basalt Monolith	A	U	2.00	1.00▼	1.00
Bayou	L	R	29.00	25.00▼	21.00
Benalish Hero	W	C	0.65	0.50	0.25
Berserk	G	U	60.00	50.00	46.00
Birds of Paradise	G	R	30.00	28.00	25.00
Black Knight	B	U	4.50	4.00	2.00
Black Lotus	A	R	650.00	530.00▲	470.00
Black Vise	A	U	4.00	2.50	1.25
Black Ward	W	U	1.50	1.00	0.75
Blaze of Glory	W	R	26.00	17.50▼	15.00
Blessing	W	R	6.50	4.00	3.50
Blue Elemental Blast	U	C	1.00	0.50	0.50
Blue Ward	W	U	1.25	1.00	0.75
Bog Wraith	B	U	1.65	1.00	0.90
Braingeyser	U	R	14.25	10.50▲	7.50
Burrowing	R	U	1.00	1.00	0.65
Camouflage	G	U	5.50	3.00	3.00
Castle	W	U	1.40	1.00	0.90
Celestial Prism	A	U	1.25	1.00	0.90
Channel	G	U	3.50	1.25▼	1.00
Chaos Orb	A	R	73.00	65.00▲	56.00
Chaoslace	R	R	4.50	4.00	2.50
Circle of Protection: Black	W	C	0.50	0.50	0.25
Circle of Protection: Blue	W	C	0.50	0.50	0.25
Circle of Protection: Green	W	C	0.50	0.50	0.25
Circle of Protection: Red	W	C	0.50	0.50	0.25
Circle of Protection: White	W	C	0.50	0.50	0.25
Clockwork Beast	A	R	5.00	3.00	3.00
Clone	U	U	8.00	6.00	5.25
Cockatrice	G	R	6.00	4.00	4.00
Consecrate Land	W	U	8.00	5.00	4.50
Conservator	A	U	1.00	1.00	0.50
Contract from Below	B	R	7.00	4.50▼	4.00
Control Magic	U	U	3.00	2.10▼	1.50
Conversion	W	U	1.75	1.00	1.00
Copper Tablet	A	U	5.50	5.00▲	1.75
Copy Artifact	U	R	11.00	8.00	5.00
Counterspell	U	U	9.00	5.00	2.75
Craw Wurm	G	C	0.75	0.50	0.40
Creature Bond	U	C	0.75	0.50	0.25
Crusade	W	R	14.50	10.00▼	7.00
Crystal Rod	A	U	1.50	1.00	0.50
Cursed Land	B	U	1.50	1.00	0.75
Cyclopean Tomb	A	R	39.00	34.00▼	25.00
Dark Ritual	B	C	1.75	1.50▲	0.85
Darkpact	B	R	4.25	3.00▼	3.00
Death Ward	W	C	0.65	0.50	0.40
Deathgrip	B	U	1.50	1.00	0.90
Deathlace	B	R	4.25	3.00	2.50
Demonic Attorney	B	R	5.50	4.00▼	3.00
Demonic Hordes	B	R	14.75	12.00	5.75
Demonic Tutor	B	U	11.25	6.00	5.75
Dingus Egg	A	R	5.00	4.00▼	4.00
Disenchant	W	C	2.00	0.50▼	0.45
Disintegrate	R	C	1.50	0.75▼	0.45
Disrupting Scepter	A	R	5.50	4.00▼	2.25
Dragon Whelp	R	U	3.50	2.00▼	1.25
Drain Life	B	C	1.00	0.80	0.50
Drain Power	U	R	5.00	4.00▼	3.50
Drudge Skeletons	B	C	0.50	0.50	0.50
Dwarven Demolition Team	R	U	6.50	3.00▼	1.75
Dwarven Warriors	R	C	0.50	0.50	0.40
Earth Elemental	R	U	1.00	1.00	1.00
Earthbind	R	C	0.85	0.75▲	0.40
Earthquake	R	R	12.00	7.25▼	5.00
Elvish Archers	G	R	6.00	5.25	5.00
Evil Presence	B	U	1.00	1.00	1.00
False Orders	R	C	2.00	1.00	0.75
Farmstead	W	R	4.75	4.00	3.50
Fastbond	G	R	6.00	5.00	4.80
Fear	B	C	0.50	0.50	0.35
Feedback	U	U	1.50	1.00	1.00
Fire Elemental	R	U	1.50	1.00	1.00
Fireball	R	C	1.75	1.00	0.50
Firebreathing	R	C	0.75	0.50	0.40
Flashfires	R	U	2.00	1.50	1.00
Flight	U	C	0.65	0.50	0.25
Fog	G	C	0.65	0.50	0.40
Force of Nature	G	R	8.00	7.00▼	5.00
Forcefield	A	R	80.00	70.00	60.00
Forest (3 Versions)	L	C	1.00	0.25	0.10
Fork	R	R	21.00	18.00	17.25
Frozen Shade	B	C	0.50	0.50	0.50
Fungusaur	G	R	5.00	5.00	3.25
Gaea's Liege	G	R	9.00	4.50▼	4.00
Gauntlet of Might	A	R	85.00	70.00	65.00
Giant Growth	G	C	1.50	0.75▼	0.45
Giant Spider	G	C	0.65	0.50	0.40
Glasses of Urza	A	U	2.00	1.00	1.00
Gloom	B	U	1.50	1.00	1.00
Goblin Balloon Brigade	R	U	1.75	1.00▼	1.00
Goblin King	R	R	10.00	6.00▼	5.00
Granite Gargoyle	R	R	9.50	7.00▲	4.00
Gray Ogre	R	C	0.65	0.50	0.40
Green Ward	W	U	1.50	1.00	0.75
Grizzly Bears	G	C	0.65	0.50	0.40
Guardian Angel	W	C	0.65	0.50	0.40
Healing Salve	W	C	0.65	0.50	0.40
Helm of Chatzuk	A	R	4.50	4.00	2.75
Hill Giant	R	C	0.65	0.50	0.40
Holy Armor	W	C	0.65	0.50	0.40
Holy Strength	W	C	0.65	0.50	0.40
Howl from Beyond	B	C	0.50	0.50	0.50
Howling Mine	A	R	15.50	10.00	7.50
Hurloon Minotaur	R	C	0.65	0.50	0.40
Hurricane	G	U	2.00	2.00▲	1.00
Hypnotic Specter	B	U	8.50	5.50▼	2.75
Ice Storm	G	U	15.50	15.00	8.50
Icy Manipulator	A	U	30.00	25.00	22.00
Illusionary Mask	A	R	88.00	63.00▲	32.00
Instill Energy	G	U	1.00	1.00	0.75
Invisibility	U	C	2.50	2.00▲	1.00
Iron Star	A	U	1.00	1.00	0.50
Ironclaw Orcs	R	C	0.65	0.50	0.40
Ironroot Treefolk	G	C	0.65	0.50	0.40
Island (3 Versions)	L	C	1.00	0.25	0.10
Island Sanctuary	W	R	5.50	4.00▼	3.00
Ivory Cup	A	U	1.75	1.00	0.50
Jade Monolith	A	R	4.50	2.50▼	2.50
Jade Statue	A	U	10.00	6.00▼	5.00
Jayemdae Tome	A	R	6.50	6.00	5.25
Juggernaut	A	U	6.50	4.00▼	2.50
Jump	U	C	0.65	0.50	0.25
Karma	W	U	1.00	1.00	0.80
Keldon Warlord	R	U	2.00	1.00▼	1.00
Kormus Bell	A	R	5.00	5.00	3.50
Kudzu	G	R	5.00	5.00	3.50
Lance	W	U	1.50	1.00	1.00
Ley Druid	G	U	1.50	1.00	0.75
Library of Leng	A	U	2.00	1.25▼	1.00
Lich	B	R	40.00	35.00	30.00
Lifeforce	G	U	1.50	1.00	0.75
Lifelace	G	R	4.25	3.00	2.00
Lifetap	U	U	1.50	1.00	0.75
Lightning Bolt	R	C	4.00	3.50▲	1.00
Living Artifact	G	R	4.00	4.00	3.00
Living Lands	G	R	5.00	4.00	3.00
Living Wall	A	U	1.85	1.00	1.00
Llanowar Elves	G	C	1.90	0.85	0.55
Lord of Atlantis	U	R	8.00	7.00	4.50
Lord of the Pit	B	R	10.00	6.00	4.20
Lure	G	U	1.50	1.00	1.00
Magical Hack	U	R	4.50	4.00	3.00
Mahamoti Djinn	U	R	10.00	10.00	6.75
Mana Flare	R	R	11.00	6.00	5.00
Mana Short	U	R	7.25	5.00	4.50
Mana Vault	A	R	8.00	6.50	5.00
Manabarbs	R	R	4.50	4.00	3.00
Meekstone	A	R	9.25	5.00	4.15
Merfolk of the Pearl Tr	U	C	0.65	0.50	0.40
Mesa Pegasus	W	C	0.65	0.50	0.40
Mind Twist	B	R	14.00	10.00	5.00
Mons's Goblin Raiders	R	C	0.65	0.50	0.40
Mountain (3 Versions)	L	C	1.00	0.50	0.15
Mox Emerald	A	R	245.00	225.00▲	210.00
Mox Jet	A	R	285.00	255.00▲	245.00
Mox Pearl	A	R	245.00	230.00	225.00
Mox Ruby	A	R	250.00	240.00▲	220.00
Mox Sapphire	A	R	315.00	270.00▲	255.00
Natural Selection	G	R	17.25	12.00	11.00
Nether Shadow	B	R	6.00	5.00▼	4.00
Nettling Imp	B	U	2.00	1.00	1.00
Nevinyrral's Disk	A	R	18.75	11.00▼	7.75
Nightmare	B	R	12.00	8.00	7.50
Northern Paladin	W	R	8.00	5.00	5.00
Obsianus Golem	A	U	1.75	1.00	1.00
Orcish Artillery	R	U	2.00	1.00▼	0.75
Orcish Oriflamme	R	U	2.00	1.00	1.00
Paralyze	B	C	0.50	0.50	0.50
Pearled Unicorn	W	C	0.65	0.50	0.40
Personal Incarnation	W	R	6.00	5.00	3.00
Pestilence	B	C	0.50	0.50	0.50
Phantasmal Forces	U	U	1.50	1.00	0.75
Phantasmal Terrain	U	C	0.85	0.50	0.50
Phantom Monster	U	U	1.00	1.00	1.00
Pirate Ship	U	R	5.00	4.50▼	2.75
Plague Rats	B	C	0.65	0.50	0.45
Plains (3 Versions)	L	C	1.00	0.50▲	0.10
Plateau	L	R	30.00	30.00	22.00
Power Leak	U	C	0.85	0.50	0.40
Power Sink	U	C	1.00	0.50	0.45
Power Surge	R	R	5.00	4.00	4.00
Prodigal Sorcerer	U	C	1.00	0.50	0.35
Psionic Blast	U	U	25.00	23.00	19.25
Psychic Venom	U	C	0.65	0.50	0.40
Purelace	W	R	4.50	3.00	2.75
Raging River	R	R	21.00	20.00	19.25
Raise Dead	B	C	0.50	0.50	0.50
Red Elemental Blast	R	C	1.00	0.85▲	0.45
Red Ward	W	U	1.75	1.00	0.50
Regeneration	G	C	0.65	0.50	0.40
Regrowth	G	U	6.50	4.50	4.00
Resurrection	W	U	1.50	1.00	1.00
Reverse Damage	W	R	8.00	5.00	3.50
Righteousness	W	R	5.50	4.00	3.00
Roc of Kher Ridges	R	R	6.25	5.00	5.00
Rock Hydra	R	R	10.00	8.00	5.75
Rod of Ruin	A	U	2.25	1.00	0.90
Royal Assassin	B	R	20.00	14.00	10.00
Sacrifice	B	U	1.00	1.00	1.00
Samite Healer	W	C	0.65	0.50	0.40
Savannah	L	R	27.00	22.00▼	18.75
Savannah Lions	W	R	15.50	8.00▼	6.00
Scathe Zombies	B	C	0.50	0.50	0.50
Scavenging Ghoul	B	U	1.50	1.00	1.00
Scrubland	L	R	28.00	22.00▼	15.50
Scryb Sprites	G	C	0.50	0.50	0.50
Sea Serpent	U	C	0.85	0.50	0.40
Sedge Troll	R	R	9.00	7.00▼	5.75
Sengir Vampire	B	U	9.00	6.00	5.50
Serra Angel	W	U	15.00	10.00	7.75
Shanodin Dryads	G	C	0.65	0.50	0.40
Shatter	R	C	0.65	0.50	0.40
Shivan Dragon	R	R	21.00	15.00	12.50
Simulacrum	B	U	1.00	1.00	1.00
Sinkhole	B	C	21.00	18.00▲	11.00
Siren's Call	U	U	1.50	1.00	0.75
Sleight of Mind	U	R	5.00	5.00	3.00
Smoke	R	R	5.00	3.00▼	2.75

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Sol Ring	A	U	13.50	10.00▲	6.00
Soul Net	A	U	1.00	1.00	0.80
Spell Blast	U	C	0.85	0.50	0.40
Stasis	U	R	9.50	6.00	5.25
Steal Artifact	U	U	1.50	1.00	0.75
Stone Giant	R	U	1.00	1.00	1.00
Stone Rain	R	C	1.00	0.50	0.50
Stream of Life	G	C	1.00	0.50	0.45
Sunglasses of Urza	A	R	5.00	4.00	3.00
Swamp (3 Versions)	L	C	1.00	0.50▲	0.10
Swords to Plowshares	W	U	5.25	3.60	2.65
Taiga	L	R	30.00	25.00	15.50
Terror	B	C	1.20	1.00	0.50
The Hive	A	R	5.75	3.50▼	3.00
Thicket Basilisk	G	U	1.50	1.00	1.00
Thoughtlace	U	R	3.50	3.00	2.50
Throne of Bone	A	U	1.00	1.00	1.00
Timber Wolves	G	R	4.50	4.00	3.00
Time Vault	A	R	64.00	54.00	50.00
Time Walk	U	R	300.00	275.00▲	260.00
Timetwister	U	R	225.00	185.00▲	175.00
Tranquility	G	C	0.65	0.50	0.40
Tropical Island	L	R	31.00	30.00▲	21.00
Tsunami	G	U	1.50	1.00	0.75
Tundra	L	R	33.00	25.00	16.50
Tunnel	R	U	1.50	1.00	0.50
Twiddle	U	C	0.50	0.45	0.35
Two-Headed Giant	R	R	31.00	27.00▼	24.00
Underground Sea	L	R	30.00	25.00	22.00
Unholy Strength	B	C	1.00	1.00▲	0.50
Unsummon	U	C	0.50	0.50	0.35
Uthden Troll	R	U	2.25	1.50	1.00
Verduran Enchantress	G	R	8.25	5.00	4.50
Vesuvan Doppelganger	U	R	25.00	20.00	16.50
Veteran Bodyguard	W	R	7.00	5.00	3.50
Volcanic Eruption	U	R	4.75	3.00	2.75
Volcanic Island	L	R	32.00	25.00	22.00
Wall of Air	U	U	1.50	1.00	1.00
Wall of Bone	B	U	1.00	1.00	1.00
Wall of Brambles	G	U	1.50	1.00	0.75
Wall of Fire	R	U	1.50	1.00	0.75
Wall of Ice	G	U	2.00	1.00	1.00
Wall of Stone	R	U	1.50	1.00	0.50
Wall of Swords	W	U	2.00	1.00	1.00
Wall of Water	U	U	1.50	1.00	0.90
Wall of Wood	G	C	0.65	0.50	0.40
Wanderlust	G	U	1.50	1.00	0.75
War Mammoth	G	C	0.65	0.50	0.40
Warp Artifact	B	R	4.25	3.00	2.25
Water Elemental	U	U	2.00	1.00	0.90
Weakness	B	C	0.65	0.50	0.25
Web	G	R	4.50	4.00	2.75
Wheel of Fortune	R	R	15.00	11.00▼	8.00
White Knight	W	U	4.50	3.75▼	2.00
White Ward	W	U	2.00	1.00	0.50
Wild Growth	G	C	1.00	0.75▲	0.45
Will-O'-The-Wisp	B	R	13.50	8.00▼	5.00
Winter Orb	A	R	9.50	6.50	5.75
Wooden Sphere	A	U	1.50	1.00	0.50
Word of Command	B	R	40.00	35.00	30.00
Wrath of God	W	R	24.00	15.00▼	11.25
Zombie Master	B	R	6.00	5.50	4.20
Total			4971.00	4163.30	3626.05

Revised 296 Cards

Revised Set	370.00	305.00▼	285.00
Revised Starter Box	390.00	350.00▼	320.00
Revised Booster Box	400.00	365.00	340.00
Revised Starter Deck	41.00	37.00▲	33.00
Revised Booster Pack	13.50	12.50▼	12.00

CARD NAME	COL	RAR	UPR	MED	LOW
Air Elemental	U	U	1.00	1.00	0.40
Aladdin's Lamp	A	R	2.00	2.00	1.00
Aladdin's Ring	A	R	2.40	2.00	1.00
Animate Artifact	U	U	1.00	0.50	0.30
Animate Dead	B	U	1.70	1.50	1.00
Animate Wall	W	R	2.40	2.00	1.00
Ankh of Mishra	A	R	3.00	3.00	2.15
Armageddon	W	R	8.00	6.00	5.50
Armageddon Clock	A	R	2.75	2.00	1.00
Aspect of Wolf	G	R	2.75	2.00	1.00
Atog	R	C	0.50	0.30	0.25
Bad Moon	B	R	7.75	6.00	5.00
Badlands	L	R	20.00	16.50	15.00
Balance	W	R	5.00	5.00	4.05
Basalt Monolith	A	U	1.00	1.00	0.50
Bayou	L	R	19.75	16.25▲	15.00
Benalish Hero	W	C	0.25	0.25	0.25
Birds of Paradise	G	R	20.00	16.75▼	15.50
Black Knight	B	U	1.60	1.30	1.00
Black Vise	A	U	2.30	1.50	1.40
Black Ward	W	U	0.95	0.50	0.25
Blessing	W	R	2.90	1.90▲	1.00
Blue Elemental Blast	U	C	0.30	0.25	0.25
Blue Ward	W	U	0.50	0.50	0.25
Bog Wraith	B	U	1.00	0.50	0.30
Bottle of Suleiman	A	R	2.80	2.00	1.00
Braingeyser	U	R	7.25	5.50▲	5.00
Brass Man	A	U	0.95	0.50	0.30
Burrowing	R	U	1.00	0.50	0.50
Castle	W	U	0.95	0.50	0.40
Celestial Prism	A	U	1.00	0.50	0.25
Channel	G	U	1.00	1.00	0.40
Chaoslace	R	R	2.00	1.50▲	1.00
Circle of Protection: Black	W	C	0.30	0.25	0.25
Circle of Protection: Blue	W	C	0.30	0.25	0.25
Circle of Protection: Green	W	C	0.30	0.25	0.25
Circle of Protection: Red	W	C	0.30	0.25	0.25
Circle of Protection: White	W	C	0.25	0.25	0.25
Clockwork Beast	A	R	2.75	1.65▲	1.00
Clone	U	U	4.00	3.25▼	2.95
Cockatrice	G	R	2.85	2.00	1.35
Conservator	A	U	1.00	0.50	0.30
Contract from Below	B	R	3.00	3.00	2.65
Control Magic	U	U	2.90	1.85▲	1.50
Conversion	W	U	1.00	0.50	0.30
Copy Artifact	U	R	5.00	4.15▲	3.65
Counterspell	U	U	1.60	1.50	1.25
Craw Wurm	G	C	0.25	0.25	0.25
Creature Bond	U	C	0.25	0.25	0.25
Crumble	G	U	1.00	0.50	0.30
Crusade	W	R	6.00	6.00	4.60
Crystal Rod	A	U	0.95	0.50	0.30
Cursed Land	B	U	1.00	0.75▲	0.30
Dancing Scimitar	A	R	3.00	2.00	1.00
Dark Ritual	B	C	0.50	0.45	0.25
Darkpact	B	R	2.40	1.50▲	0.80
Death Ward	W	C	0.25	0.25	0.25
Deathgrip	B	U	1.00	0.50	0.40
Deathlace	B	R	2.00	1.25▲	0.80
Demonic Attorney	B	R	2.00	1.50▲	1.00
Demonic Hordes	B	R	6.00	5.00	3.85
Demonic Tutor	B	U	8.00	6.00	5.25
Desert Twister	G	U	1.00	0.50	0.50
Dingus Egg	A	R	3.00	2.25▲	1.65
Disenchant	W	C	0.45	0.30	0.25
Disintegrate	R	C	0.70	0.35	0.25
Disrupting Scepter	A	R	3.00	2.00	1.00
Dragon Engine	A	R	2.75	1.50▲	0.80
Dragon Whelp	R	U	1.35	1.00	1.00
Drain Life	B	C	0.50	0.35	0.25
Drain Power	U	R	3.00	2.25▲	1.00
Drudge Skeletons	B	C	0.25	0.25	0.25
Dwarven Warriors	R	C	0.25	0.25	0.25
Dwarven Weaponsmith	R	U	1.00	0.50	0.30
Earth Elemental	R	U	1.00	0.50	0.30
Earthbind	R	C	0.25	0.25	0.25
Earthquake	R	R	5.00	4.00	3.00
Ebony Horse	A	R	3.00	2.00	0.80
El-Hajjaj	B	R	2.90	1.75▲	1.00
Elvish Archers	G	R	3.70	2.75▲	2.00
Energy Flux	U	U	1.00	0.50	0.30
Erg Raiders	B	C	0.30	0.25	0.25
Evil Presence	B	U	0.95	0.50	0.40
Eye for an Eye	W	R	3.00	2.00	1.00
Farmstead	W	R	2.90	1.50▲	0.80
Fastbond	G	R	5.25	4.20▲	3.00
Fear	B	C	0.25	0.25	0.25
Feedback	U	U	1.00	0.50	0.50
Fire Elemental	R	U	1.00	0.50	0.50
Fireball	R	C	0.70	0.35	0.25
Firebreathing	R	C	0.25	0.25	0.25
Flashfires	R	U	1.00	0.90▲	0.45
Flight	U	C	0.25	0.25	0.25
Flying Carpet	A	R	2.75	2.00	1.00
Fog	G	C	0.25	0.25	0.25
Force of Nature	G	R	4.40	3.25▲	2.65
Forest (3 Versions)	L	C	0.25	0.25	0.10
Fork	R	R	15.00	12.00▲	9.75
Frozen Shade	B	C	0.25	0.25	0.25
Fungusaur	G	R	2.40	1.65▲	1.00
Gaea's Liege	G	R	4.15	2.80▲	2.15
Giant Growth	G	C	0.35	0.25	0.25
Giant Spider	G	C	0.25	0.25	0.25
Glasses of Urza	A	U	1.00	0.65▲	0.40
Gloom	B	U	1.00	0.75▲	0.40
Goblin Balloon Brigade	R	U	1.00	1.00	0.50
Goblin King	R	R	5.50	4.00	3.35
Granite Gargoyle	R	R	3.00	3.00	1.80
Gray Ogre	R	C	0.25	0.25	0.25
Green Ward	W	U	0.70	0.50	0.25
Grizzly Bears	G	C	0.25	0.25	0.25
Guardian Angel	W	C	0.25	0.25	0.25
Healing Salve	W	C	0.25	0.25	0.25
Helm of Chatzuk	A	R	2.75	1.50▲	0.80
Hill Giant	R	C	0.25	0.25	0.25
Holy Armor	W	C	0.25	0.25	0.25
Holy Strength	W	C	0.25	0.25	0.25
Howl from Beyond	B	C	0.25	0.25	0.25
Howling Mine	A	R	6.00	6.00	5.50
Hurkyl's Recall	U	R	3.75	2.00	1.15
Hurloon Minotaur	R	C	0.25	0.25	0.25
Hurricane	G	U	1.00	1.00	0.40
Hypnotic Specter	B	U	4.35	4.00	3.35
Instill Energy	G	U	1.00	0.75▲	0.45
Iron Star	A	U	0.50	0.50	0.25
Ironroot Treefolk	G	C	0.25	0.25	0.25
Island (3 Versions)	L	C	0.25	0.25	0.10
Island Fish Jasconius	U	R	3.00	2.00	1.00
Island Sanctuary	W	R	2.90	2.00	1.00
Ivory Cup	A	U	0.95	0.50	0.25
Ivory Tower	A	R	7.00	5.00	4.35
Jade Monolith	A	R	2.00	1.50▲	0.80
Jandor's Ring	A	R	2.75	1.50▲	0.80
Jandor's Saddlebags	A	R	3.00	2.00	1.00
Jayemdae Tome	A	R	3.00	2.00	1.00
Juggernaut	A	U	3.00	1.60▲	1.00
Jump	U	C	0.25	0.25	0.25
Karma	W	U	1.00	0.50	0.45
Keldon Warlord	R	U	1.00	0.50	0.40
Kird Ape	R	C	0.75	0.45	0.35
Kormus Bell	A	R	2.50	1.00	0.80
Kudzu	G	R	2.40	2.00	0.80
Lance	W	U	0.90	0.50	0.25
Ley Druid	G	U	1.00	0.50	0.50
Library of Leng	A	U	1.00	1.00	0.60
Lifeforce	G	U	1.00	0.50	0.40
Lifelace	G	R	2.00	1.00	0.80
Lifetap	U	U	1.00	0.50	0.30
Lightning Bolt	R	C	3.00	2.15▲	1.65
Living Artifact	G	R	2.00	1.50▲	0.80
Living Lands	G	R	2.00	1.50▲	0.80
Living Wall	A	U	1.00	0.55	0.50
Llanowar Elves	G	C	0.75	0.50	0.35
Lord of Atlantis	U	R	3.70	3.25▲	2.65
Lord of the Pit	B	R	4.00	3.00	2.85
Lure	G	U	1.00	0.65▲	0.40
Magical Hack	U	R	3.00	1.50▲	1.00
Magnetic Mountain	R	R	2.00	1.50▲	0.80
Mahamoti Djinn	U	R	6.00	5.00	3.45
Mana Flare	R	R	6.50	4.10	4.00
Mana Short	U	R	3.90	3.00	2.75
Mana Vault	A	R	4.00	3.50▲	2.80
Manabarbs	R	R	2.80	1.75▲	1.00
Meekstone	A	R	3.75	3.00	2.15
Merfolk of the Pearl Trident	U	C	0.25	0.25	0.25
Mesa Pegasus	W	C	0.25	0.25	0.25
Mijae Djinn	R	R	3.00	2.00	1.00
Millstone	A	R	6.00	5.00	5.00
Mind Twist	B	R	5.00	4.90▲	4.00
Mishra's War Machine	A	R	2.75	1.75▲	1.00
Mons's Goblin Raiders	R	C	0.25	0.25	0.25
Mountain (3 Versions)	L	C	0.25	0.25	0.10
Nether Shadow	B	R	3.00	2.40▲	1.25
Nettling Imp	B	U	1.00	0.70	0.40
Nevinyrral's Disk	A	R	8.00	6.50	6.00
Nightmare	B	R	6.00	5.00	4.55
Northern Paladin	W	R	3.75	3.00	2.00
Obsianus Golem	A	U	1.00	0.50	0.25
Onulet	A	R	2.00	1.00	0.80
Orcish Artillery	R	U	0.95	0.50	0.30
Orcish Oriflamme	R	U	0.95	0.50	0.30
Ornithopter	A	U	1.00	0.70	0.50
Paralyze	B	C	0.25	0.25	0.25
Pearled Unicorn	W	C	0.25	0.25	0.25
Personal Incarnation	W	R	3.00	2.00	1.00
Pestilence	B	C	0.25	0.25	0.25
Phantasmal Forces	U	U	1.00	0.50	0.45
Phantasmal Terrain	U	C	0.25	0.25	0.25
Phantom Monster	U	U	0.95	0.50	0.30
Pirate Ship	U	R	2.00	1.75▲	1.00
Plague Rats	B	C	0.25	0.25	0.25
Plains (3 Versions)	L	C	0.25	0.25	0.10
Plateau	L	R	18.25	15.00	12.50
Power Leak	U	C	0.25	0.25	0.25
Power Sink	U	C	0.30	0.25	0.25
Power Surge	R	R	3.00	1.75▲	1.00
Primal Clay	A	R	3.00	2.00	1.00
Prodigal Sorcerer	U	C	0.30	0.25	0.25
Psychic Venom	U	C	0.25	0.25	0.25
Purelace	W	R	2.00	1.00	0.80
Raise Dead	B	C	0.25	0.25	0.25
Reconstruction	U	C	0.25	0.25	0.25
Red Elemental Blast	R	C	0.30	0.25	0.25
Red Ward	W	U	0.50	0.50	0.30
Regeneration	G	C	0.25	0.25	0.25
Regrowth	G	U	2.00	1.50	1.10
Resurrection	W	U	1.00	0.50	0.45
Reverse Damage	W	R	3.00	2.50▲	1.10
Reverse Polarity	W	U	1.00	0.50	0.30
Righteousness	W	R	3.00	2.00	1.50
Roc of Kher Ridges	R	R	3.00	2.50▲	1.65
Rock Hydra	R	R	3.70	3.00	2.00
Rocket Launcher	A	R	2.90	2.00	1.00
Rod of Ruin	A	U	0.95	0.50	0.30
Royal Assassin	B	R	13.50	11.50▲	9.50
Sacrifice	B	U	1.00	0.50	0.30
Samite Healer	W	C	0.25	0.25	0.25
Savannah	L	R	20.00	16.50	13.50
Savannah Lions	W	R	8.00	6.00	5.00
Scathe Zombies	B	C	0.25	0.25	0.25
Scavenging Ghoul	B	U	1.00	0.50	0.45
Scrubland	L	R	19.25	16.50	15.00
Scryb Sprites	G	C	0.25	0.25	0.25
Sea Serpent	U	C	0.25	0.25	0.25
Sedge Troll	R	R	3.55	2.50▲	2.00
Sengir Vampire	B	U	3.75	3.00	2.95
Serendib Efreet	U	R	6.00	5.00	4.15
Serra Angel	W	U	6.50	6.00	4.60
Shanodin Dryads	G	C	0.25	0.25	0.25
Shatter	R	C	0.25	0.25	0.25
Shatterstorm	R	U	1.00	0.55	0.50
Shivan Dragon	R	R	10.00	9.00▲	6.50
Simulacrum	B	U	1.00	0.50	0.35
Siren's Call	U	U	1.00	0.65▲	0.30
Sleight of Mind	U	R	3.00	2.00	1.00
Smoke	R	R	3.00	1.75▲	1.00
Sol Ring	A	U	10.50	8.00▲	6.25
Sorceress Queen	B	R	3.95	3.00	3.00
Soul Net	A	U	1.00	0.50	0.25
Spell Blast	U	C	0.25	0.25	0.25
Stasis	U	R	4.75	4.00	3.15
Steal Artifact	U	U	1.00	0.65▲	0.30
Stone Giant	R	U	1.00	0.50	0.30
Stone Rain	R	C	0.30	0.25	0.25
Stream of Life	G	C	0.30	0.25	0.25
Sunglasses of Urza	A	R	3.00	1.75▲	1.00
Swamp (3 Versions)	L	C	0.25	0.25	0.15
Swords to Plowshares	W	U	3.20	3.00	2.10
Taiga	L	R	20.00	18.00	15.50
Terror	B	C	0.50	0.35	0.25
The Hive	A	R	3.00	1.50▲	1.00
The Rack	A	U	1.70	1.20▲	1.00
Thicket Basilisk	G	U	1.00	0.75▲	0.40
Thoughtlace	U	R	2.90	1.50▲	0.80
Throne of Bone	A	U	1.00	0.50	0.30
Timber Wolves	G	R	2.95	1.50▲	0.80
Titania's Song	G	R	3.00	1.50▲	0.80
Tranquility	G	C	0.25	0.25	0.25
Tropical Island	L	R	21.00	18.00	16.75
Tsunami	G	U	1.00	0.75▲	0.30
Tundra	L	R	20.00	19.00	17.25
Tunnel	R	U	1.00	0.50	0.30
Underground Sea	L	R	22.00	19.75▲	18.50
Unholy Strength	B	C	0.35	0.30	0.25
Unstable Mutation	U	C	0.25	0.25	0.25
Unsummon	U	C	0.35	0.25	0.25
Uthden Troll	R	U	1.00	0.65▲	0.40
Verduran Enchantress	G	R	3.00	3.00	1.25
Vesuvan Doppelganger	U	R	13.25	11.50▲	9.25
Veteran Bodyguard	W	R	3.40	3.00	1.25
Volcanic Eruption	U	R	3.00	1.50▲	0.80
Volcanic Island	L	R	20.00	18.25▲	15.75
Wall of Air	U	U	1.00	0.75▲	0.40
Wall of Bone	B	U	1.00	0.50	0.40
Wall of Brambles	G	U	1.00	0.50	0.30
Wall of Fire	R	U	1.00	0.75▲	0.30
Wall of Ice	G	U	1.00	0.50	0.25
Wall of Stone	R	U	1.00	0.75▲	0.30
Wall of Swords	W	U	1.00	0.75▲	0.40
Wall of Water	U	U	1.00	0.50	0.30
Wall of Wood	G	C	0.25	0.25	0.25
Wanderlust	G	U	1.00	0.50	0.30
War Mammoth	G	C	0.25	0.25	0.25
Warp Artifact	B	R	2.75	1.75▲	1.00
Water Elemental	U	U	1.00	0.50	0.30
Weakness	B	C	0.25	0.25	0.25
Web	G	R	2.00	2.00	1.00
Wheel of Fortune	R	R	8.25	7.50	7.00
White Knight	W	U	1.50	1.35	1.00
White Ward	W	U	1.00	0.50	0.30
Wild Growth	G	C	0.30	0.25	0.25
Will-O'-The-Wisp	B	R	5.00	4.15▲	3.65
Winter Orb	A	R	6.00	5.75▲	4.10
Wooden Sphere	A	U	1.00	0.50	0.30
Wrath of God	W	R	15.00	12.00	9.50
Zombie Master	B	R	4.00	3.55	3.00
Total			834.30	653.25	509.85

Fourth Edition 368 Cards

Fourth Edition Set	180.00	150.00▼	115.00
Fourth Edition Starter Box	140.00	120.00	100.00
Fourth Edition Booster Box	205.00	175.00	160.00
Fourth Edition Starter deck	15.00	13.00	11.75
Fourth Edition Booster pack	6.50	6.00	6.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abomination	B	U	1.00	0.50▼	0.30
Air Elemental	U	U	1.00	1.00	0.30
Alabaster Potion	W	C	0.35	0.25	0.25
Aladdin's Lamp	A	R	2.00	2.00	0.75
Aladdin's Ring	A	R	2.75	1.00	0.75
Ali Baba	R	U	1.00	1.00▲	0.50
Amrou Kithkin	W	C	0.25	0.25	0.25
Amulet of Kroog	A	C	0.30	0.25	0.20
Angry Mob	W	U	1.00	0.75▲	0.30
Animate Artifact	U	U	1.00	0.65▲	0.45
Animate Dead	B	U	1.80	1.55	1.15
Animate Wall	W	R	2.75	1.00	0.75
Ankh of Mishra	A	R	3.00	3.00	1.95
Apprentice Wizard	U	C	0.30	0.25	0.25
Armageddon	W	R	6.75	5.00	3.75
Armageddon Clock	A	R	2.75	1.00	0.75
Ashes to Ashes	B	U	1.00	0.90	0.50
Ashnod's Battle Gear	A	U	1.00	0.75▲	0.30
Aspect of Wolf	G	R	3.00	2.00	1.00
Backfire	U	U	1.00	0.75▲	0.30
Bad Moon	B	R	7.00	6.00	5.25
Balance	W	R	4.25	4.00	3.00
Ball Lightning	R	R	13.50	10.50▲	10.00
Battering Ram	A	C	0.25	0.25	0.25
Benalish Hero	W	C	0.25	0.25	0.25
Bird Maiden	R	C	0.30	0.25	0.20
Birds of Paradise	G	R	18.00	16.00	14.50
Black Knight	B	U	1.45	1.00	0.90
Black Mana Battery	A	R	2.75	2.00	1.00
Black Vise	A	U	1.50	1.25▲	1.00
Black Ward	W	U	1.00	0.50	0.30
Blessing	W	R	3.00	1.10	1.00
Blight	B	U	1.00	0.75	0.30
Blood Lust	R	C	0.45	0.25	0.20
Blue Elemental Blast	U	C	0.35	0.25	0.20
Blue Mana Battery	A	R	2.00	1.00	0.95
Blue Ward	W	U	1.00	0.65▲	0.50
Bog Imp	B	C	0.25	0.25	0.25
Bog Wraith	B	U	1.00	0.65▲	0.45
Bottle of Suleiman	A	R	2.00	1.00	0.70
Brainwash	W	C	0.30	0.25	0.20
Brass Man	A	U	1.00	0.75▲	0.30
Bronze Tablet	A	R	2.75	1.00	0.75
Brothers of Fire	R	C	0.30	0.25	0.20
Burrowing	R	U	1.00	0.65▲	0.45
Carnivorous Plant	G	C	0.30	0.25	0.20
Carrion Ants	B	U	1.00	0.75▼	0.30
Castle	W	U	0.95	0.50	0.30
Cave People	R	U	1.00	0.65▲	0.45
Celestial Prism	A	U	1.00	0.65▲	0.30
Channel	G	U	1.00	0.75▼	0.35
Chaoslace	R	R	1.50	1.00	0.65
Circle of Protection: Artifacts	W	U	1.00	0.75▼	0.45
Circle of Protection: Black	W	C	0.25	0.25	0.25

Circle of Protection: Blue	W	C	0.25	0.25	0.25
Circle of Protection: Green	W	C	0.25	0.25	0.25
Circle of Protection: Red	W	C	0.25	0.25	0.25
Circle of Protection: White	W	C	0.25	0.25	0.25
Clay Statue	A	C	0.30	0.25	0.20
Clockwork Avian	A	R	3.00	3.00	1.00
Clockwork Beast	A	R	2.25	1.00	0.65
Cockatrice	G	R	3.00	2.00	1.00
Colossus of Sardia	A	R	3.25	3.00	2.00
Conservator	A	U	0.95	0.50	0.30
Control Magic	U	U	3.00	2.00	1.70
Conversion	W	U	1.00	1.00▲	0.50
Coral Helm	A	R	2.00	1.00	0.65
Cosmic Horror	B	R	2.50	1.00▼	0.85
Counterspell	U	U	1.50	1.35	1.05
Craw Wurm	G	C	0.25	0.25	0.25
Creature Bond	U	C	0.25	0.25	0.25
Crimson Manticore	R	R	2.50	1.00	0.65
Crumble	G	U	1.00	1.00▲	0.50
Crusade	W	R	6.00	6.00	4.40
Crystal Rod	A	U	1.00	0.75▲	0.30
Cursed Land	B	U	0.95	0.50	0.30
Cursed Rack	A	U	1.00	0.75▼	0.40
Cyclopean Mummy	B	C	0.30	0.25	0.20
Dancing Scimitar	A	R	2.25	1.50	0.65
Dark Ritual	B	C	0.50	0.40	0.25
Death Ward	W	C	0.25	0.25	0.25
Deathgrip	B	U	1.00	0.75▲	0.30
Deathlace	B	R	1.50	1.00	0.65
Desert Twister	G	U	1.00	0.75	0.30
Detonate	R	U	1.00	0.65▲	0.30
Diabolic Machine	A	U	1.00	0.65▲	0.50
Dingus Egg	A	R	3.00	2.25	1.40
Disenchant	W	C	0.25	0.25	0.25
Disintegrate	R	C	0.35	0.25	0.25
Disrupting Scepter	A	R	2.90	1.00	0.65
Divine Transformation	W	U	1.00	0.75▼	0.30
Dragon Engine	A	R	2.00	1.00	0.80
Dragon Whelp	R	U	1.25	1.00	0.95
Drain Life	B	C	0.35	0.25	0.25
Drain Power	U	R	2.75	1.25	1.00
Drudge Skeletons	B	C	0.25	0.25	0.25
Durkwood Boars	G	C	0.30	0.25	0.20
Dwarven Warriors	R	C	0.30	0.25	0.20
Earth Elemental	R	U	1.00	0.65▲	0.30
Earthquake	R	R	5.00	4.00	3.00
Ebony Horse	A	R	2.00	1.00	0.65
Elder Land Wurm	W	R	2.75	1.00▼	0.60
El-Hajjaj	B	R	3.00	1.00	0.80
Elven Riders	G	U	1.00	1.00	0.50
Elvish Archers	G	R	3.25	2.50	1.75
Energy Flux	U	U	0.95	0.50	0.25
Energy Tap	U	C	0.25	0.25	0.25
Erg Raiders	B	C	0.25	0.25	0.25
Erosion	U	C	0.30	0.25	0.20
Eternal Warrior	R	C	0.30	0.25	0.20
Evil Presence	B	U	1.00	0.75▲	0.30
Eye for an Eye	W	R	3.00	1.50	0.95
Fear	B	C	0.30	0.25	0.20
Feedback	U	U	1.00	0.65▲	0.45
Fellwar Stone	A	U	1.00	0.90▼	0.55
Fire Elemental	R	U	1.00	0.75▲	0.30
Fireball	R	C	0.40	0.30	0.20
Firebreathing	R	C	0.30	0.25	0.20
Fissure	R	C	0.30	0.25	0.20
Flashfires	R	U	1.00	0.90	0.35
Flight	U	C	0.30	0.25	0.20
Flood	U	C	0.25	0.25	0.25
Flying Carpet	A	R	2.25	1.00	0.75
Fog	G	C	0.25	0.25	0.25
Force of Nature	G	R	3.90	3.00	2.00
Forest (3 versions)	L	C	0.30	0.25	0.15
Fortified Area	W	C	0.25	0.25	0.25
Frozen Shade	B	C	0.25	0.25	0.25
Fungusaur	G	R	3.00	1.00	0.70
Gaea's Liege	G	R	3.15	2.70	2.35
Gaseous Form	U	C	0.25	0.25	0.25
Ghost Ship	U	U	1.00	0.75▲	0.45
Giant Growth	G	C	0.35	0.25	0.25
Giant Spider	G	C	0.30	0.25	0.20
Giant Strength	R	C	0.25	0.25	0.20
Giant Tortoise	U	C	0.30	0.25	0.20
Glasses of Urza	A	U	1.00	0.75▲	0.30
Gloom	B	U	1.00	1.00	0.50
Goblin Balloon Brigade	R	U	1.00	1.00	0.30
Goblin King	R	R	4.50	3.95▲	3.00
Goblin Rock Sled	R	C	0.25	0.25	0.25
Grapeshot Catapult	A	C	0.30	0.25	0.20
Gray Ogre	R	C	0.30	0.25	0.20
Greed	B	R	2.75	1.00	0.65
Green Mana Battery	A	R	2.25	1.00	0.85
Green Ward	W	U	1.00	0.65▲	0.50
Grizzly Bears	G	C	0.30	0.25	0.20
Healing Salve	W	C	0.30	0.25	0.20
Helm of Chatzuk	A	R	2.75	2.00	0.65
Hill Giant	R	C	0.30	0.25	0.20
Holy Armor	W	C	0.30	0.25	0.20
Holy Strength	W	C	0.25	0.25	0.25
Howl from Beyond	B	C	0.30	0.25	0.20
Howling Mine	A	R	6.50	6.00	5.50
Hurkyl's Recall	U	R	3.00	2.00	0.80
Hurloon Minotaur	R	C	0.25	0.25	0.25
Hurr Jackal	R	R	3.00	2.25	0.80
Hurricane	G	U	1.30	1.00	0.40
Hypnotic Specter	B	U	4.50	3.30▲	2.35
Immolation	R	C	0.30	0.25	0.20
Inferno	R	R	3.65	2.00	0.75
Instill Energy	G	U	1.00	0.75	0.45
Iron Star	A	U	0.45	0.25	0.25
Ironclaw Orcs	R	C	0.30	0.25	0.20
Ironroot Treefolk	G	C	0.30	0.25	0.20
Island (3 versions)	L	C	0.30	0.25	0.15
Island Fish Jasconius	U	R	2.50	2.00	0.65
Island Sanctuary	W	R	3.00	1.85	1.00
Ivory Cup	A	U	1.00	0.65▲	0.30
Ivory Tower	A	R	6.00	5.00	5.00
Jade Monolith	A	R	2.25	1.00	0.65
Jandor's Saddlebags	A	R	2.50	1.00	0.75
Jayemdae Tome	A	R	3.00	2.00	0.80
Jump	U	C	0.30	0.25	0.20
Junun Efreet	B	U	1.00	0.75▼	0.30
Karma	W	U	1.00	0.75▼	0.40
Keldon Warlord	R	U	1.00	0.75▼	0.30
Killer Bees	G	U	1.10	1.00	0.90
Kismet	W	U	1.00	0.75	0.45
Kormus Bell	A	R	2.65	1.00	0.75
Land Leeches	G	C	0.30	0.25	0.20
Land Tax	W	R	8.00	5.25▲	5.00
Leviathan	U	R	3.00	3.00	1.50
Ley Druid	G	U	1.00	0.65▲	0.45
Library of Leng	A	U	1.00	0.95	0.65
Lifeforce	G	U	1.00	0.75▲	0.30
Lifelace	G	R	1.50	1.00	0.65
Lifetap	U	U	1.00	0.75▲	0.30
Lightning Bolt	R	C	3.00	3.00▲	1.75
Living Artifact	G	R	2.50	1.00	0.75
Living Lands	G	R	3.00	1.00	0.65
Llanowar Elves	G	C	0.50	0.40▲	0.20
Lord of Atlantis	U	R	4.00	3.00	2.50
Lord of the Pit	B	R	4.00	3.00	2.35
Lost Soul	B	C	0.30	0.25	0.20
Lure	G	U	1.00	0.65	0.30
Magical Hack	U	R	2.50	1.00	0.95
Magnetic Mountain	R	R	2.00	1.00	0.75
Mahamoti Djinn	U	R	6.00	5.00	4.00
Mana Clash	R	R	2.65	1.00	0.70
Mana Flare	R	R	5.50	4.00	3.00
Mana Short	U	R	4.50	3.25	2.70
Mana Vault	A	R	4.00	3.00	2.75
Manabarbs	R	R	2.65	1.50	0.85
Marsh Gas	B	C	0.30	0.25	0.20
Marsh Viper	G	C	0.25	0.25	0.25
Meekstone	A	R	3.45	2.75▲	1.80
Merfolk of the Pearl Trident	U	C	0.30	0.25	0.20
Mesa Pegasus	W	C	0.30	0.25	0.20
Millstone	A	R	5.50	5.00	4.00
Mind Bomb	U	U	1.00	1.00	0.90
Mind Twist	B	R	5.00	4.00	4.00
Mishra's Factory	L	U	5.00	3.00▲	2.50
Mishra's War Machine	A	R	2.75	1.00	0.75
Mons's Goblin Raiders	R	C	0.30	0.25	0.20
Morale	W	C	0.30	0.25	0.20
Mountain (3 versions)	L	C	0.25	0.25	0.20
Murk Dwellers	B	C	0.30	0.25	0.20
Nafs Asp	G	C	0.30	0.25	0.20
Nether Shadow	B	R	3.35	2.25	0.90
Nevinyrral's Disk	A	R	6.50	6.00	5.50
Nightmare	B	R	5.50	4.00	4.00
Northern Paladin	W	R	3.00	2.50▼	1.05
Oasis	L	U	1.00	0.75▼	0.50
Obsianus Golem	A	U	1.00	0.65▼	0.30
Onulet	A	R	2.25	1.00	0.75
Orcish Artillery	R	U	1.00	1.00	0.50
Orcish Oriflamme	R	U	1.00	1.00▲	0.50
Ornithopter	A	U	1.00	0.80	0.55
Osai Vultures	W	U	1.00	0.65▲	0.45
Paralyze	B	C	0.25	0.25	0.25
Pearled Unicorn	W	C	0.30	0.25	0.20
Personal Incarnation	W	R	3.00	1.50	0.90
Pestilence	B	C	0.25	0.25	0.25
Phantasmal Forces	U	U	1.00	0.65▲	0.50
Phantasmal Terrain	U	C	0.30	0.25	0.20
Phantom Monster	U	U	1.00	0.75▲	0.30
Piety	W	C	0.25	0.25	0.25
Pikemen	W	C	0.30	0.25	0.20
Pirate Ship	U	R	3.00	1.50	0.80
Pit Scorpion	B	C	0.25	0.25	0.25
Plague Rats	B	C	0.30	0.25	0.20
Plains (3 versions)	L	C	0.30	0.25	0.15
Power Leak	U	C	0.30	0.25	0.20
Power Sink	U	C	0.35	0.25	0.25
Power Surge	R	R	2.75	1.00	0.75
Pradesh Gypsies	G	C	0.30	0.25	0.20
Primal Clay	A	R	2.40	1.00	0.65
Prodigal Sorcerer	U	C	0.25	0.25	0.25
Psionic Entity	U	R	3.00	1.00	0.60
Psychic Venom	U	C	0.30	0.25	0.20
Purelace	W	R	1.50	1.00	0.60
Pyrotechnics	R	U	1.00	0.65	0.30
Radjan Spirit	G	U	1.00	0.65▲	0.50
Rag Man	B	R	2.50	1.00	0.60
Raise Dead	B	C	0.35	0.25	0.25
Rebirth	G	R	2.50	1.00	0.60
Red Elemental Blast	R	C	0.35	0.25	0.25
Red Mana Battery	A	R	2.25	1.05	1.00
Red Ward	W	U	1.00	1.00▲	0.50
Regeneration	G	C	0.25	0.25	0.25
Relic Bind	U	R	3.00	1.00	0.60
Reverse Damage	W	R	3.00	1.00	1.00
Righteousness	W	R	3.00	1.35	1.00
Rod of Ruin	A	U	1.00	0.65	0.30
Royal Assassin	B	R	12.50	10.25▲	9.75
Samite Healer	W	C	0.30	0.25	0.20
Sandstorm	G	C	0.25	0.25	0.25
Savannah Lions	W	R	8.00	6.00	4.95
Scathe Zombies	B	C	0.30	0.25	0.20
Scavenging Ghoul	B	U	1.00	0.75▼	0.45
Scryb Sprites	G	C	0.25	0.25	0.25
Sea Serpent	U	C	0.30	0.25	0.20
Seeker	W	C	0.25	0.25	0.25
Segovian Leviathan	U	U	0.95	0.50	0.25
Sengir Vampire	B	U	3.00	2.50	1.75
Serra Angel	W	U	5.50	4.95	4.00
Shanodin Dryads	G	C	0.30	0.25	0.20
Shapeshifter	A	U	1.00	0.65▼	0.30
Shatter	R	C	0.25	0.25	0.25
Shivan Dragon	R	R	10.00	9.00	7.00
Simulacrum	B	U	1.00	0.65▲	0.30
Sindbad	U	U	1.00	0.75▼	0.45
Siren's Call	U	U	0.95	0.50	0.25
Sisters of the Flame	R	C	0.25	0.25	0.25
Sleight of Mind	U	R	3.00	1.00	0.75
Smoke	R	R	2.50	1.00	0.70
Sorceress Queen	B	R	4.00	3.10	2.75
Soul Net	A	U	0.95	0.50	0.30
Spell Blast	U	C	0.25	0.25	0.25
Spirit Link	W	U	1.65	1.00	0.95
Spirit Shackle	B	U	1.00	0.75	0.50
Stasis	U	R	4.50	3.00	2.50
Steal Artifact	U	U	0.95	0.50	0.30
Stone Giant	R	U	0.95	0.50	0.20
Stone Rain	R	C	0.25	0.25	0.25
Stream of Life	G	C	0.25	0.25	0.25
Strip Mine	L	U	3.80	2.25▲	2.00
Sunglasses of Urza	A	R	2.65	1.00	0.85
Sunken City	U	C	0.25	0.25	0.25
Swamp (3 versions)	L	C	0.25	0.25	0.20
Swords to Plowshares	W	U	2.90	2.15▲	1.70
Sylvan Library	G	R	5.00	4.00	3.00
Tawnos's Wand	A	U	0.95	0.65▲	0.30
Tawnos's Weaponry	A	U	1.00	0.90	0.50
Tempest Efreet	R	R	2.75	1.00	0.65
Terror	B	C	0.50	0.35	0.25
Tetravus	A	R	3.00	2.00	0.70
The Brute	R	C	0.25	0.25	0.25
The Hive	A	R	2.25	1.00	0.70
The Rack	A	U	1.45	1.05	1.00
Thicket Basilisk	G	U	1.00	0.75	0.30
Thoughtlace	U	R	1.50	1.00	0.70
Throne of Bone	A	U	1.00	0.65▲	0.30
Timber Wolves	G	R	2.75	1.00	0.70
Time Elemental	U	R	3.90	2.25▼	0.95
Titania's Song	G	R	2.75	1.00	0.70
Tranquility	G	C	0.25	0.25	0.25
Triskelion	A	R	3.00	2.50▼	1.55
Tsunami	G	U	1.00	1.00	0.50
Tundra Wolves	W	C	0.25	0.25	0.25
Tunnel	R	U	0.95	0.50	0.25
Twiddle	U	C	0.25	0.25	0.25
Uncle Istvan	B	U	1.00	0.75▼	0.30
Unholy Strength	B	C	0.25	0.25	0.25
Unstable Mutation	U	C	0.30	0.25	0.20
Unsummon	U	C	0.30	0.25	0.20
Untamed Wilds	G	U	0.95	0.50	0.30
Urza's Avenger	A	R	2.50	1.95	0.70
Uthden Troll	R	U	1.00	0.90▲	0.50
Vampire Bats	B	C	0.30	0.25	0.20
Venom	G	C	0.25	0.25	0.20
Verduran Enchantress	G	R	3.00	3.00	1.00
Visions	W	U	1.00	0.50▼	0.45
Volcanic Eruption	U	R	2.90	1.00	0.70
Wall of Air	U	U	1.00	0.75	0.30
Wall of Bone	B	U	1.00	1.00▲	0.50
Wall of Brambles	G	U	1.00	0.75▲	0.30
Wall of Dust	R	U	1.00	0.75▼	0.30
Wall of Fire	R	U	1.00	1.00▲	0.50
Wall of Ice	G	U	1.00	0.75▲	0.30
Wall of Spears	A	C	0.30	0.25	0.20
Wall of Stone	R	U	1.00	0.75▲	0.30
Wall of Swords	W	U	1.00	0.90▲	0.50
Wall of Water	U	U	1.00	0.75▲	0.30
Wall of Wood	G	C	0.30	0.25	0.20
Wanderlust	G	U	1.00	0.90▲	0.50
War Mammoth	G	C	0.30	0.25	0.20
Warp Artifact	B	R	2.00	1.00	0.75
Water Elemental	U	U	1.00	0.75▲	0.30
Weakness	B	C	0.30	0.25	0.20
Web	G	R	2.75	1.00	0.70
Whirling Dervish	G	U	1.00	0.75▼	0.30
White Knight	W	U	1.30	1.00	0.80
White Mana Battery	A	R	2.15	1.50	0.95
White Ward	W	U	1.00	0.65▲	0.50
Wild Growth	G	C	0.25	0.25	0.25
Will-O-The-Wisp	B	R	5.00	4.00	2.60
Winds of Change	R	R	3.00	1.00	0.75
Winter Blast	G	U	1.05	1.00	0.50
Winter Orb	A	R	4.50	4.00▼	4.00
Wooden Sphere	A	U	1.00	0.65▲	0.30
Word of Binding	B	C	0.30	0.25	0.20
Wrath of God	W	R	13.50	11.00	9.25
Xenic Poltergeist	B	R	2.90	1.00	0.65
Yotian Soldier	A	C	0.25	0.25	0.25
Zephyr Falcon	U	C	0.25	0.25	0.25
Zombie Master	B	R	4.00	3.00	2.85
Total			631.55	442.30	319.05

Fifth Edition 434 Cards

5th Edition Set	200.00	200.00▲	110.00
5th Edition Starter Box	140.00	140.00▲	125.00
5th Edition Booster Box	145.00	135.00	120.00
5th Edition Starter deck	13.00	11.50	11.00
5th Edition Booster pack	4.50	4.50	4.20

CARD NAME	COL	RAR	UPR	MED	LOW
Abbey Gargoyles	W	U	1.00	0.50	0.25
Abyssal Specter	B	U	1.30	1.00	0.85
Adarkar Wastes	L	R	6.75	6.00	5.75
Aether Storm	U	U	1.00	0.50	0.25
Air Elemental	U	U	1.00	0.75	0.50
Akron Legionnaire	W	R	3.00	1.00▼	1.00
Alabaster Potion	W	C	0.25	0.25	0.25
Aladdin's Ring	A	R	2.50	1.00▼	0.80
Ambush Party	R	C	0.25	0.25	0.20
Amulet of Kroog	A	C	0.25	0.25	0.25
Angry Mob	W	U	1.00	1.00	0.65
An-Havva Constable	G	R	2.50	1.00▼	0.40
Animate Dead	B	U	1.35	1.00	0.95
Animate Wall	W	R	3.00	1.00▼	0.75
Ankh of Mishra	A	R	3.00	3.00	2.25
Anti-Magic Aura	U	U	1.00	0.75	0.25
Arenson's Aura	W	U	1.00	0.50	0.50
Armageddon	W	R	6.25	5.50	5.00
Armor of Faith	W	C	0.25	0.25	0.20
Ashes to Ashes	B	U	1.00	0.50	0.25
Ashnod's Altar	A	U	1.00	0.75	0.25
Ashnod's Transmogrant	A	C	0.25	0.25	0.20
Aspect of Wolf	G	R	3.00	1.50▼	0.75
Atog	R	U	1.00	0.50	0.25
Aurochs	G	C	0.25	0.25	0.20
Aysen Bureaucrats	W	C	0.25	0.25	0.20
Azure Drake	U	U	1.00	0.50	0.25
Bad Moon	B	R	8.00	7.00	5.75
Ball Lightning	R	R	12.00	11.25	9.50
Barbed Sextant	A	C	0.25	0.25	0.20
Barl's Cage	A	R	3.00	1.00▼	0.75
Battering Ram	A	C	0.25	0.25	0.20
Benalish Hero	W	C	0.25	0.25	0.20
Binding Grasp	U	U	1.00	0.75	0.25
Bird Maiden	R	C	0.25	0.25	0.20
Birds of Paradise	G	R	18.00	16.50▼	15.25
Black Knight	B	U	1.50	1.40	1.00
Blessed Wine	W	C	0.25	0.25	0.25
Blight	B	U	1.00	0.50	0.25
Blinking Spirit	W	R	3.00	1.75▼	1.15
Blood Lust	R	C	0.25	0.25	0.25
Bog Imp	B	C	0.25	0.25	0.20
Bog Rats	B	C	0.25	0.25	0.25
Bog Wraith	B	U	1.00	0.50	0.40
Boomerang	U	C	0.25	0.25	0.20
Bottle of Suleiman	A	R	2.25	1.00▼	0.75
Bottomless Vault	L	R	2.75	1.50▼	1.25
Brainstorm	U	C	0.30	0.25	0.25
Brainwash	W	C	0.25	0.25	0.25
Brassclaw Orcs	R	C	0.25	0.25	0.20
Breeding Pit	B	U	2.70	1.45	1.00
Broken Visage	B	R	2.50	1.00▼	0.70
Brothers of Fire	R	C	0.25	0.25	0.20
Brushland	L	R	6.75	5.50	5.00
Carapace	G	C	0.25	0.25	0.25
Caribou Range	W	R	3.00	1.00▼	0.85
Carrion Ants	B	U	1.00	1.00	0.25
Castle	W	U	1.00	0.50	0.25
Cat Warriors	G	C	0.25	0.25	0.20
Cave People	R	U	1.00	0.50	0.25
Chub Toad	G	C	0.25	0.25	0.25
Circle of Protection: Artifacts	W	U	1.00	0.75	0.75
Circle of Protection: Black	W	C	0.25	0.25	0.25
Circle of Protection: Blue	W	C	0.25	0.25	0.25
Circle of Protection: Green	W	C	0.25	0.25	0.25
Circle of Protection: Red	W	C	0.25	0.25	0.25
Circle of Protection: White	W	C	0.25	0.25	0.25
City of Brass	L	R	8.00	7.00	6.25
Clay Statue	A	C	0.25	0.25	0.25
Cloak of Confusion	B	C	0.25	0.25	0.20
Clockwork Beast	A	R	2.75	1.00▼	0.75
Clockwork Steed	A	U	1.00	0.50	0.25
Cockatrice	G	R	3.00	2.00	1.20
Colossus of Sardia	A	R	3.00	3.00	2.70
Conquer	R	U	1.00	1.00	0.65
Coral Helm	A	R	2.00	1.00	0.75
Counterspell	U	C	1.50	0.65▲	0.25
Craw Giant	G	U	1.00	0.75	0.50
Craw Wurm	G	C	0.50	0.25	0.25
Crimson Manticore	R	R	2.90	1.00▼	0.75
Crown of the Ages	A	R	3.00	2.50	1.20
Crumble	G	U	1.00	0.50	0.50
Crusade	W	R	6.00	5.75	5.00
Crystal Rod	A	U	1.00	0.50	0.40
Cursed Land	B	U	1.00	0.50	0.45

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Dance of Many	U	R	3.00	2.00	1.00
Dancing Scimitar	A	R	2.80	1.00	0.75
Dandân	U	C	0.50	0.25	0.25
Dark Maze	U	C	0.25	0.25	0.20
Dark Ritual	B	C	0.25	0.25	0.25
D'Avenant Archer	W	C	0.80	0.25	0.25
Death Speakers	W	C	0.25	0.25	0.20
Death Ward	W	C	0.25	0.25	0.25
Deathgrip	B	U	1.00	0.50	0.25
Deflection	U	R	4.15	3.50	2.45
Derelor	B	R	2.75	1.00▼	0.75
Desert Twister	G	U	1.00	0.50	0.25
Detonate	R	U	1.00	0.50	0.25
Diabolic Machine	A	U	1.00	0.50	0.25
Dingus Egg	A	R	2.75	1.50▼	1.50
Disenchant	W	C	0.25	0.25	0.25
Disintegrate	R	C	0.30	0.25	0.25
Disrupting Scepter	A	R	3.25	1.00▼	0.75
Divine Offering	W	C	0.25	0.25	0.25
Divine Transformation	W	U	1.00	0.75	0.60
Dragon Engine	A	R	2.50	1.00▼	0.50
Drain Life	B	C	0.40	0.25	0.25
Drain Power	U	R	3.00	1.50▼	1.25
Drudge Skeletons	B	C	0.25	0.25	0.25
Durkwood Boars	G	C	0.25	0.25	0.20
Dust to Dust	W	U	1.00	0.50	0.25
Dwarven Catapult	R	U	1.00	0.50	0.25
Dwarven Hold	L	R	3.00	1.20▼	1.10
Dwarven Ruins	L	U	1.00	0.50	0.25
Dwarven Soldier	R	C	0.25	0.25	0.20
Dwarven Warriors	R	C	0.25	0.25	0.20
Earthquake	R	R	5.00	5.00	4.25
Ebon Stronghold	L	U	1.00	0.50	0.25
Elder Druid	G	R	3.00	1.00▼	0.75
Elkin Bottle	A	R	2.75	1.00▼	0.75
Elven Riders	G	U	1.00	0.75	0.25
Elvish Archers	G	R	3.50	2.00▼	1.25
Energy Flux	U	U	1.00	0.50	0.50
Enervate	U	C	0.25	0.25	0.25
Erg Raiders	B	C	0.25	0.25	0.25
Errantry	R	C	0.25	0.25	0.20
Eternal Warrior	R	C	0.25	0.25	0.20
Evil Eye of Orms-by-Gore	B	U	1.00	0.50	0.25
Evil Presence	B	U	1.00	0.50	0.50
Eye for an Eye	W	R	3.00	2.00▼	0.65
Fallen Angel	B	U	2.70	1.20	1.00
Fear	B	C	0.25	0.25	0.20
Feedback	U	U	1.00	0.50	0.25
Feldon's Cane	A	U	1.45	1.10	1.00
Fellwar Stone	A	U	1.45	1.00	0.75
Feroz's Ban	A	R	2.25	1.00▼	0.75
Fire Drake	R	U	1.00	0.50	0.20
Fireball	R	C	1.00	0.35▲	0.25
Firebreathing	R	C	0.25	0.25	0.20
Flame Spirit	R	U	1.00	0.50	0.40
Flare	R	C	0.25	0.25	0.20
Flashfires	R	U	1.00	0.75	0.25
Flight	U	C	0.25	0.25	0.20
Flood	U	C	0.25	0.25	0.25
Flying Carpet	A	R	2.00	1.50▼	1.00
Fog	G	C	0.25	0.25	0.25
Force of Nature	G	R	3.55	3.00▼	2.05
Force Spike	U	C	0.30	0.25	0.20
Forest (4 versions)	L	L	0.25	0.15	0.10
Forget	U	R	3.00	1.00▼	0.75
Fountain of Youth	A	U	1.00	0.50	0.50
Foxfire	G	C	0.25	0.25	0.25
Frozen Shade	B	C	0.25	0.25	0.25
Funeral March	B	C	0.25	0.25	0.20
Fungusaur	G	R	3.00	1.00▼	0.75
Fyndhorn Elder	G	U	1.00	1.00	0.50
Game of Chaos	R	R	2.25	1.00▼	0.75
Gaseous Form	U	C	0.25	0.25	0.20
Gauntlets of Chaos	A	R	3.00	3.00	0.75
Ghazbán Ogre	G	C	0.25	0.25	0.25
Giant Growth	G	C	0.25	0.25	0.25
Giant Spider	G	C	0.25	0.25	0.20
Giant Strength	R	C	0.25	0.25	0.20
Glacial Wall	U	U	1.00	1.00	0.45
Glasses of Urza	A	U	1.00	0.50	0.40
Gloom	B	U	1.00	0.50	0.25
Goblin Digging Team	R	C	0.25	0.25	0.20
Goblin Hero	R	C	0.25	0.25	0.20
Goblin King	R	R	4.90	3.75▼	3.15
Goblin War Drums	R	C	0.25	0.25	0.25
Goblin Warrens	R	R	3.00	3.00	2.50
Grapeshot Catapult	A	C	0.25	0.25	0.20
Greater Realm of Preservation	W	U	1.00	1.00	0.20
Greater Werewolf	B	U	1.00	0.50	0.25
Grizzly Bears	G	C	0.25	0.25	0.20
Havenwood Battleground	L	U	1.00	0.50	0.25
Heal	W	C	0.25	0.25	0.20
Healing Salve	W	C	0.25	0.25	0.20
Hecatomb	B	R	3.00	2.00▼	0.85
Helm of Chatzuk	A	R	3.00	2.50	1.00
Hill Giant	R	C	0.25	0.25	0.25
Hipparion	W	C	0.25	0.25	0.20
Hollow Trees	L	R	3.00	1.25▼	1.05
Holy Strength	W	C	0.25	0.25	0.20
Homarid Warrior	U	C	0.25	0.25	0.20
Howl from Beyond	B	C	0.25	0.25	0.20
Howling Mine	A	R	7.25	6.00	5.50
Hungry Mist	G	C	0.25	0.25	0.25
Hurkyl's Recall	U	R	3.00	1.75▼	0.90
Hurloon Minotaur	R	C	0.25	0.25	0.20
Hurricane	G	U	1.20	1.00	0.65
Hydroblast	U	U	1.20	1.00	0.75
Icatian Phalanx	W	U	1.00	0.50	0.25
Icatian Scout	W	C	0.25	0.25	0.20
Icatian Store	L	R	3.00	1.50▼	1.15
Icatian Town	W	R	2.50	1.00▼	0.75
Ice Floe	L	U	1.00	0.50	0.40
Imposing Visage	R	C	0.25	0.25	0.20
Incinerate	R	C	1.00	0.35▲	0.25
Inferno	R	R	3.00	1.00▼	0.70
Infinite Hourglass	A	R	3.00	1.00▼	0.80
Initiates of the Ebon Hand	B	C	0.25	0.25	0.20
Instill Energy	G	U	1.00	0.50	0.50
Iron Star	A	U	1.00	0.50	0.25
Ironclaw Curse	R	R	3.00	1.00▼	0.75
Ironclaw Orcs	R	C	0.25	0.25	0.20
Ironroot Treefolk	G	C	0.25	0.25	0.20
Island (4 versions)	L	L	0.25	0.15	0.10
Island Sanctuary	W	R	3.50	1.50▼	1.25
Ivory Cup	A	U	1.00	0.50	0.40
Ivory Guardians	W	U	1.00	0.50	0.50
Jade Monolith	A	R	2.50	1.50▼	0.75
Jalum Tome	A	R	3.00	2.50	1.00
Jandor's Saddlebags	A	R	2.25	1.00	0.80
Jayemdae Tome	A	R	3.00	1.50▼	1.00
Jester's Cap	A	R	8.00	6.75▲	5.50
Johtull Wurm	G	U	1.00	1.00	0.65
Jokulhaups	R	R	5.25	3.65▼	2.20
Joven's Tools	A	U	1.00	0.50	0.25
Justice	W	U	1.00	0.75	0.25
Juxtapose	U	R	3.00	3.00	0.75
Karma	W	U	1.00	0.50	0.50
Karplusan Forest	L	R	6.50	6.00	4.95
Keldon Warlord	R	U	1.20	1.00	0.65
Killer Bees	G	U	1.40	1.00	1.00
Kismet	W	U	1.00	0.50	0.35
Kjeldoran Dead	B	C	0.25	0.25	0.25
Kjeldoran Royal Guard	W	R	2.90	1.00▼	0.75
Kjeldoran Skycaptain	W	U	1.00	0.75	0.25
Knight of Stromgald	B	U	1.00	1.00	0.85
Krovikan Fetish	B	C	0.25	0.25	0.20
Krovikan Sorcerer	U	C	0.25	0.25	0.20
Labyrinth Minotaur	U	C	0.25	0.25	0.20
Leshrac's Rite	B	U	1.00	0.50	0.25
Leviathan	U	R	3.50	3.00	2.75
Ley Druid	G	C	0.25	0.25	0.25
Lhurgoyf	G	R	4.25	3.25▼	2.65
Library of Leng	A	U	1.20	1.00	0.50
Lifeforce	G	U	1.00	0.50	0.25
Lifetap	U	U	1.00	0.50	0.25
Living Artifact	G	R	2.75	1.00▼	0.75
Living Lands	G	R	2.50	1.00▼	0.70
Llanowar Elves	G	C	1.00	0.25	0.25
Lord of Atlantis	U	R	3.50	3.00▼	1.95
Lord of the Pit	B	R	3.25	3.00	3.00
Lost Soul	B	C	0.25	0.25	0.20
Lure	G	U	1.00	0.50	0.40
Magical Hack	U	R	3.00	1.25▼	0.75
Magus of the Unseen	U	R	3.00	2.50	0.75
Mana Clash	R	R	3.00	2.50	1.00
Mana Flare	R	R	6.00	4.00▲	3.00
Mana Vault	A	R	3.90	3.00	2.00
Manabarbs	R	R	3.00	1.50▼	1.00
Marsh Viper	G	C	0.25	0.25	0.25
Meekstone	A	R	4.00	3.00	3.00
Memory Lapse	U	C	0.25	0.25	0.25
Merfolk of the Pearl Trident	U	C	0.25	0.25	0.25
Mesa Falcon	W	C	0.25	0.25	0.20
Mesa Pegasus	W	C	0.25	0.25	0.25
Millstone	A	R	6.00	5.00	5.00
Mind Bomb	U	U	1.00	0.75	0.50
Mind Ravel	B	C	0.25	0.25	0.25
Mind Warp	B	U	1.00	1.00	0.65
Mindstab Thrull	B	C	0.25	0.25	0.25
Mole Worms	B	U	1.00	0.50	0.25
Mons's Goblin Raiders	R	C	0.25	0.25	0.25
Mountain (4 versions)	L	L	0.25	0.15	0.10
Mountain Goat	R	C	0.25	0.25	0.20
Murk Dwellers	B	C	0.25	0.25	0.20
Nature's Lore	G	C	0.25	0.25	0.25
Necrite	B	C	0.25	0.25	0.20
Necropotence	B	R	6.25	5.00	3.90
Nether Shadow	B	R	3.40	1.75▼	1.00
Nevinyrral's Disk	A	R	6.25	6.00	5.50
Nightmare	B	R	5.00	5.00	4.30
Obelisk of Undoing	A	R	3.00	2.50	1.00
Orcish Artillery	R	U	1.00	0.50	0.40
Orcish Captain	R	U	1.00	0.50	0.25
Orcish Conscripts	R	C	0.25	0.25	0.20
Orcish Farmer	R	C	0.25	0.25	0.20
Orcish Oriflamme	R	U	1.00	0.50	0.40
Orcish Squatters	R	R	3.00	1.00▼	0.75
Order of the Sacred Torch	W	R	3.00	2.00▼	0.90
Order of the White Shield	W	U	1.00	0.60	0.60
Orgg	R	R	3.00	1.00▼	0.75
Ornithopter	A	U	1.00	0.90	0.45
Panic	R	C	0.25	0.25	0.20
Paralyze	B	C	0.25	0.25	0.25
Pearled Unicorn	W	C	0.25	0.25	0.25
Pentagram of the Ages	A	R	2.75	1.00▼	0.85
Personal Incarnation	W	R	3.00	1.00▼	0.75
Pestilence	B	C	0.25	0.25	0.20
Phantasmal Forces	U	U	1.00	0.50	0.40
Phantasmal Terrain	U	C	0.25	0.25	0.20
Phantom Monster	U	U	1.00	0.50	0.25
Pikemen	W	C	0.25	0.25	0.20
Pirate Ship	U	R	2.50	1.50▼	0.65
Pit Scorpion	B	C	0.25	0.25	0.25
Plague Rats	B	C	0.25	0.25	0.20
Plains (4 versions)	L	L	0.25	0.25▲	0.15
Portent	U	C	0.25	0.25	0.25
Power Sink	U	U	1.00	0.50	0.50
Pox	B	R	3.00	2.40▼	0.95
Pradesh Gypsies	G	C	0.25	0.25	0.20
Primal Clay	A	R	2.50	1.00▼	0.75
Primal Order	G	R	2.25	1.00▼	0.75
Primordial Ooze	R	U	1.00	0.50	0.50
Prismatic Ward	W	C	0.25	0.25	0.20
Prodigal Sorcerer	U	C	0.25	0.25	0.25
Psychic Venom	U	C	0.25	0.25	0.25
Pyroblast	R	U	1.20	1.00	0.90
Pyrotechnics	R	U	1.00	0.75	0.50
Rabid Wombat	G	U	1.00	0.50	0.30
Radjan Spirit	G	U	1.00	0.50	0.25
Rag Man	B	R	2.25	1.00▼	0.75
Raise Dead	B	C	0.25	0.25	0.25
Ray of Command	U	C	0.25	0.25	0.25
Recall	U	R	3.00	2.50▼	0.90
Reef Pirates	U	C	0.25	0.25	0.20
Regeneration	G	C	0.25	0.25	0.25
Remove Soul	U	C	0.25	0.25	0.25
Repentant Blacksmith	W	C	0.25	0.25	0.20
Reverse Damage	W	R	3.00	1.00▼	0.95
Righteousness	W	R	2.00	1.50▼	1.05
Rod of Ruin	A	U	1.00	0.50	0.50
Ruins of Trokair	L	U	1.00	0.50	0.25
Sabretooth Tiger	R	C	0.25	0.25	0.20
Sacred Boon	W	U	1.00	0.50	0.25
Samite Healer	W	C	0.25	0.25	0.20
Sand Silos	L	R	2.50	1.25▼	1.00
Scaled Wurm	G	C	0.35	0.25	0.25
Scathe Zombies	B	C	0.25	0.25	0.20
Scavenger Folk	G	C	0.25	0.25	0.25
Scryb Sprites	G	C	0.25	0.25	0.25
Sea Serpent	U	C	0.25	0.25	0.25
Sea Spirit	U	U	1.00	0.50	0.25
Sea Sprite	U	U	1.00	0.50	0.25
Seasinger	U	U	1.00	0.50	0.50
Segovian Leviathan	U	U	1.00	0.75	0.50
Sengir Autocrat	B	R	3.00	2.00▼	1.30
Seraph	W	R	4.75	3.55	3.40
Serpent Generator	A	R	3.00	3.00	1.90
Serra Bestiary	W	U	1.00	0.50	0.25
Serra Paladin	W	U	1.00	0.50	0.25
Shanodin Dryads	G	C	0.25	0.25	0.20
Shapeshifter	A	U	1.00	0.75	0.25
Shatter	R	C	0.25	0.25	0.20
Shatterstorm	R	U	1.00	1.00	0.25
Shield Bearer	W	C	0.25	0.25	0.20
Shield Wall	W	C	0.25	0.25	0.20
Shivan Dragon	R	R	8.50	7.50▼	7.00
Shrink	G	C	0.25	0.25	0.20
Sibilant Spirit	U	R	3.00	1.00▼	0.75
Skull Catapult	A	U	1.00	0.50	0.25
Sleight of Mind	U	R	3.25	1.00▼	0.75
Smoke	R	R	3.00	1.00▼	0.90
Sorceress Queen	B	R	3.00	3.00	2.75
Soul Barrier	U	C	0.25	0.25	0.25
Soul Net	A	U	1.00	0.50	0.25
Spell Blast	U	C	0.25	0.25	0.25
Spirit Link	W	U	1.45	1.00	1.00
Stampede	G	R	3.00	3.00	0.75
Stasis	U	R	4.25	3.75	3.20
Steal Artifact	U	U	1.00	0.50	0.25
Stone Giant	R	U	1.00	0.50	0.25
Stone Rain	R	C	0.25	0.25	0.25
Stone Spirit	R	U	1.00	0.50	0.25
Stream of Life	G	C	0.25	0.25	0.20
Stromgald Cabal	B	R	2.75	1.00▼	0.75
Sulfurous Springs	L	R	6.25	5.50	4.15
Svyelunite Temple	L	U	1.00	0.75	0.25
Swamp (4 versions)	L	L	0.25	0.25▲	0.15
Sylvan Library	G	R	4.25	4.00	2.50
Tarpan	G	C	0.25	0.25	0.20
Tawnos's Weaponry	A	U	1.00	0.50	0.25
Terror	B	C	0.60	0.25	0.25
The Brute	R	C	0.25	0.25	0.20
The Hive	A	R	3.00	1.25▼	0.75
The Wretched	B	R	3.00	3.00	1.50
Thicket Basilisk	G	U	1.00	0.50	0.40
Throne of Bone	A	U	1.00	0.50	0.20
Thrull Retainer	B	U	1.00	0.50	0.50
Time Bomb	A	R	2.75	2.00	0.80
Time Elemental	U	R	3.00	3.00	2.00
Titania's Song	G	R	2.75	1.00▼	0.75
Torture	B	C	0.25	0.25	0.20
Touch of Death	B	C	0.25	0.25	0.20
Tranquility	G	C	0.25	0.25	0.25
Truce	W	R	2.25	1.00▼	0.75
Tsunami	G	U	1.00	0.50	0.25
Tundra Wolves	W	C	0.25	0.25	0.25
Twiddle	U	C	0.25	0.25	0.20
Underground River	L	R	7.00	6.00	5.25
Unholy Strength	B	C	0.25	0.25	0.20
Unstable Mutation	U	C	0.25	0.25	0.20
Unsummon	U	C	0.25	0.25	0.20
Untamed Wilds	G	U	1.00	0.50	0.40
Updraft	U	C	0.25	0.25	0.20
Urza's Avenger	A	R	3.00	1.65▼	0.90
Urza's Bauble	A	U	1.00	0.50	0.50
Urza's Mine	L	C	0.75	0.25	0.25
Urza's Power Plant	L	C	0.75	0.25	0.25
Urza's Tower	L	C	0.75	0.25	0.25
Vampire Bats	B	C	0.25	0.25	0.25
Venom	G	C	0.30	0.25	0.20
Verduran Enchantress	G	R	3.00	3.00	1.65
Vodalian Soldiers	U	C	0.25	0.25	0.20
Wall of Air	U	U	1.00	0.50	0.25
Wall of Bone	B	U	1.00	0.50	0.25
Wall of Brambles	G	U	1.00	0.50	0.25
Wall of Fire	R	U	1.00	0.50	0.25
Wall of Spears	A	C	0.25	0.25	0.20
Wall of Stone	R	U	1.00	0.60	0.50
Wall of Swords	W	U	1.00	0.50	0.25
Wanderlust	G	U	1.00	0.50	0.40
War Mammoth	G	C	0.25	0.25	0.20
Warp Artifact	B	R	2.25	1.00▼	0.75
Weakness	B	C	0.25	0.25	0.20
Whirling Dervish	G	U	1.00	1.00	0.75
White Knight	W	U	1.80	1.45▲	1.00
Wild Growth	G	C	0.25	0.25	0.25
Wind Spirit	U	U	1.00	0.75	0.25
Winds of Change	R	R	2.75	1.25▼	0.75
Winter Blast	G	U	1.00	0.50	0.25
Winter Orb	A	R	5.00	5.00	5.00
Wolverine Pack	G	U	1.00	0.50	0.25
Wooden Sphere	A	U	1.00	0.50	0.40
Word of Blasting	R	U	1.00	0.50	0.25
Wrath of God	W	R	12.00	9.25	7.75
Wyluli Wolf	G	R	4.00	2.75▼	0.75
Xenic Poltergeist	B	R	2.65	1.00▼	0.75
Zephyr Falcon	U	C	0.25	0.25	0.25
Zombie Master	B	R	3.50	3.00	2.90
Zur's Weirding	U	R	2.75	2.00	0.75
Total			686.35	472.20	349.90

CLASSIC

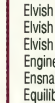
350 Cards

Classic Set	200.00	200.00	130.00
Classic Starter Box	110.00	110.00▲	95.00
Classic Booster Box	110.00	95.00	81.00
Classic Starter deck	11.00	10.00	9.00
Classic Booster pack	3.50	3.50▲	3.15

CARD NAME	COL	RAR	UPR	MED	LOW
Abduction	U	U	1.00	1.00	0.65
Abyssal Hunter	B	R	3.00	3.00	1.00
Abyssal Specter	B	U	1.05	1.00	1.00
Adarkar Wastes	L	R	7.25	7.00	5.50
Æther Flash	R	U	1.00	0.50▼	0.45
Agonizing Memories	B	U	1.00	0.50▼	0.50
Air Elemental	U	U	1.00	1.00	0.50
Aladdin's Ring	A	R	3.00	2.00	1.00
Amber Prison	A	R	3.00	2.00	0.85
Anaba Bodyguard	R	C	0.25	0.15	0.10
Anaba Shaman	R	C	0.25	0.15	0.10
Ancestral Memories	U	R	3.00	2.75▼	0.65
Animate Wall	W	R	3.00	1.50▼	1.00
Ankh of Mishra	A	R	3.00	2.30▼	1.60
Archangel	W	R	7.50	6.25	5.25
Ardent Militia	W	U	1.00	0.50▼	0.40
Armageddon	W	R	6.25	6.00	5.50
Armored Pegasus	W	C	0.25	0.25	0.10
Ashen Powder	B	R	3.00	2.75▼	1.95
Ashnod's Altar	A	U	1.00	1.00	0.50
Balduvian Barbarians	R	C	0.25	0.25	0.10
Balduvian Horde	R	R	5.50	5.00	2.65
Birds of Paradise	G	R	17.00	15.25▼	15.25
Blaze	R	U	2.00	1.05	1.00
Blight	B	U	1.00	0.50	0.25
Blighted Shaman	B	U	1.00	0.50▼	0.25
Blood Pet	B	C	0.25	0.15	0.10
Bog Imp	B	C	0.25	0.15	0.10
Bog Rats	B	C	0.25	0.25	0.10
Bog Wraith	B	U	1.00	0.50▼	0.40
Boil	R	U	1.30	1.00	0.75
Boomerang	U	C	0.25	0.15	0.10
Bottle of Suleiman	A	R	3.00	2.25▼	1.00
Browse	U	U	1.00	0.50▼	0.25
Brushland	L	R	6.75	6.00▼	5.75
Burrowing	R	U	1.00	0.50▼	0.40
Call of the Wild	G	R	3.00	2.75▼	1.00
Castle	W	U	1.00	0.50	0.25
Cat Warriors	G	C	0.25	0.15	0.10
Celestial Dawn	W	R	4.00	3.75▼	1.50
Charcoal Diamond	A	U	1.00	0.50▼	0.30
Chill	U	U	1.05	1.00	0.90
Circle of Protection: Black	W	C	0.25	0.25	0.10
Circle of Protection: Blue	W	C	0.25	0.25	0.10
Circle of Protection: Green	W	C	0.25	0.25	0.10
Circle of Protection: Red	W	C	0.25	0.25	0.10
Circle of Protection: White	W	C	0.25	0.25	0.10
City of Brass	L	R	7.25	7.00	6.00
Coercion	B	C	0.25	0.25	0.10
Conquer	R	U	1.00	1.00	0.50
Counterspell	U	C	1.05	1.00▲	0.25
Creeping Mold	G	U	1.65	1.05	0.95
Crimson Hellkite	R	R	6.25	4.50▼	4.00
Crusade	W	R	6.00	6.00	3.80
Crystal Rod	A	U	1.00	0.50	0.25
Crystal Vein	L	U	1.00	1.00	0.75
Cursed Totem	A	R	4.90	4.00	1.50
Dancing Scimitar	A	R	3.00	1.25▼	0.45
Daraja Griffin	W	U	1.00	0.50▼	0.50
Daring Apprentice	U	R	3.00	3.00	0.55
D'Avenant Archer	W	C	0.25	0.15	0.10
Deflection	U	R	4.00	4.00	2.50
Dense Foliage	G	R	3.00	2.50▼	0.90
Derelor	B	R	3.00	2.50▲	1.00
Desertion	U	R	3.90	3.00	2.50
Diminishing Returns	U	R	3.00	3.00	0.65
Dingus Egg	A	R	3.00	2.00	1.40
Disenchant	W	C	0.25	0.25	0.25
Disrupting Scepter	A	R	3.00	1.75▼	0.65
Divine Transformation	W	U	1.00	1.00	0.90
Doomsday	B	R	3.00	2.50▼	0.65
Dragon Engine	A	R	2.75	1.00	1.00
Dragon Mask	A	U	1.00	0.50▼	0.25
Dread of Night	B	U	1.00	1.00	0.25
Dream Cache	U	C	0.25	0.15	0.10
Drudge Skeletons	B	C	0.25	0.25	0.10
Dry Spell	B	C	0.25	0.15	0.10

Dwarven Ruins	L	U	1.00	0.75▼	0.50
Early Harvest	G	R	3.40	3.00	2.75
Earthquake	R	R	5.00	5.00	5.00
Ebon Stronghold	L	U	1.00	1.00	0.65
Ekundu Griffin	W	C	0.25	0.25	0.10
Elder Druid	G	R	3.00	1.50▼	1.00
Elven Cache	G	C	0.25	0.25	0.15
Elven Riders	G	U	1.00	0.50▼	0.25
Elvish Archers	G	R	3.00	2.50▼	1.80
Enfeeblement	B	C	0.25	0.15	0.10
Enlightened Tutor	W	U	3.15	2.50▲	1.75
Ethereal Champion	W	R	3.00	2.50▼	0.65
Evil Eye of Orms-by-Gore	B	U	1.00	0.50▼	0.25
Exile	W	R	5.00	4.00	3.00
Fallen Angel	B	R	3.40	3.00	1.30
Fallow Earth	G	U	1.00	1.00	0.50
Familiar Ground	G	U	1.00	0.50	0.25
Fatal Blow	B	C	0.25	0.25	0.10
Fear	B	C	0.25	0.15	0.10
Feast of the Unicorn	B	C	0.25	0.25	0.10
Femeref Archers	G	U	1.00	1.00	0.75
Feral Shadow	B	C	0.25	0.15	0.10
Fervor	R	R	3.50	3.00	1.50
Final Fortune	R	R	3.75	3.00	1.00
Fire Diamond	A	U	1.20	1.10	1.00
Fire Elemental	R	U	1.00	1.00	0.40
Firebreathing	R	C	0.25	0.25	0.10
Fit of Rage	R	C	0.25	0.15	0.10
Flame Spirit	R	C	0.25	0.15	0.10
Flash	U	R	3.00	3.00	0.65
Flashfires	R	U	1.00	1.00	0.50
Flight	U	C	0.25	0.15	0.10
Flying Carpet	A	R	3.00	2.25▲	1.00
Fog	G	C	0.25	0.25	0.10
Fog Elemental	U	C	0.25	0.25	0.10
Forbidden Crypt	B	R	2.90	2.00	1.00
Forest (4 versions)	L	L	0.25	0.10	0.10
Forget	U	R	3.00	1.50▼	0.65
Fountain of Youth	A	U	1.00	0.50	0.25
Fyndhorn Brownie	G	C	0.25	0.25	0.15
Fyndhorn Elder	G	U	1.00	1.00	0.50
Gaseous Form	U	C	0.25	0.25	0.10
Giant Growth	G	C	0.25	0.25	0.25
Giant Spider	G	C	0.25	0.15	0.10
Giant Strength	R	C	0.25	0.15	0.10
Glacial Wall	U	U	1.00	1.00	0.50
Glasses of Urza	A	U	1.00	0.50	0.35
Goblin Digging Team	R	C	0.25	0.15	0.10
Goblin Elite Infantry	R	C	0.25	0.15	0.10
Goblin Hero	R	C	0.25	0.25	0.10
Goblin King	R	R	5.00	4.00▲	3.50
Goblin Recruiter	R	U	1.10	1.00	1.00
Goblin Warrens	R	R	3.00	3.00	2.75
Gorilla Chieftain	G	C	0.25	0.25	0.10
Gravebane Zombie	B	U	1.00	0.50▼	0.40
Gravedigger	B	C	0.25	0.25	0.10
Greed	B	R	3.00	1.50▼	0.65
Grinning Totem	A	R	4.90	4.15▼	0.95
Grizzly Bears	G	C	0.25	0.15	0.10
Hammer of Bogardan	R	R	9.75	8.50▼	8.00
Harmattan Efreet	U	U	1.00	0.50▼	0.50
Havenwood Battleground	L	U	1.00	0.75▼	0.50
Healing Salve	W	C	0.25	0.15	0.10
Heavy Ballista	W	U	1.00	0.50	0.25
Hecatomb	B	R	3.00	2.00▼	1.00
Hero's Resolve	W	C	0.25	0.25	0.10
Hidden Horror	B	U	1.00	0.50▼	0.35
Horned Turtle	U	C	0.25	0.15	0.10
Howl from Beyond	B	C	0.25	0.15	0.10
Howling Mine	A	R	5.50	5.00	4.75
Hulking Cyclops	R	U	1.00	0.75▼	0.50
Hurricane	G	R	3.00	1.50▼	0.65
Icatian Town	W	R	3.00	3.00	1.00
Illicit Auction	R	R	3.00	3.00	1.75
Infantry Veteran	W	C	0.25	0.25	0.10
Infernal Contract	B	R	3.00	2.50▼	0.65
Inferno	R	R	3.00	2.00▼	0.70
Insight	U	U	1.00	1.00	0.50
Inspiration	U	C	0.25	0.15	0.10
Iron Star	A	U	1.00	0.50	0.25
Island (4 versions)	L	L	0.25	0.10	0.10
Ivory Cup	A	U	1.00	0.50▼	0.40
Jade Monolith	A	R	3.00	1.00	0.65
Jalum Tome	A	R	2.90	1.50▼	0.65
Jayemdae Tome	A	R	2.90	1.50▼	0.65
Jokulhaups	R	R	4.00	3.25▼	2.50
Juxtapose	U	R	3.00	2.50▼	0.65
Karplusan Forest	L	R	7.00	6.00▼	4.55
Kismet	W	U	1.00	0.50	0.30
Kjeldoran Dead	B	C	0.25	0.25	0.10
Kjeldoran Royal Guard	W	R	3.00	2.00▼	0.65
Lead Golem	A	U	1.00	0.50	0.25
Leshrac's Rite	B	U	1.00	0.50▼	0.50
Library of Lat-Nam	U	R	3.00	3.00	0.65
Light of Day	W	U	1.10	1.00	0.50
Lightning Blast	R	C	0.25	0.25	0.25
Living Lands	G	R	2.90	1.50▼	0.65
Llanowar Elves	G	C	0.40	0.25	0.20
Longbow Archer	W	U	1.80	1.10	1.00
Lord of Atlantis	U	R	4.00	4.00	3.00
Lost Soul	B	C	0.25	0.15	0.10
Lure	G	U	1.00	0.50▼	0.40
Mana Prism	A	U	1.00	0.50▼	0.35
Mana Short	U	R	4.00	3.00	2.65
Manabarbs	R	R	3.00	2.00	1.00
Marble Diamond	A	U	1.00	0.50▼	0.45
Maro	G	R	4.75	3.25▼	1.15
Meekstone	A	R	3.75	3.00	3.00
Memory Lapse	U	C	0.25	0.15	0.10
Merfolk of the Pearl Trident	U	C	0.25	0.25	0.10
Mesa Falcon	W	C	0.25	0.15	0.10
Millstone	A	R	5.25	5.00	4.10
Mind Warp	B	U	1.00	1.00	0.50
Mischievous Poltergeist	B	U	1.00	0.75▼	0.50
Moss Diamond	A	U	1.00	0.50▼	0.30
Mountain (4 versions)	L	L	0.25	0.10	0.10
Mountain Goat	R	C	0.25	0.15	0.10
Mystic Compass	A	U	1.00	0.50▼	0.25
Mystical Tutor	U	U	1.80	1.45	1.00
Nature's Resurgence	G	R	3.75	3.00	0.65
Necrosavant	B	R	4.00	3.50▼	0.85
Nightmare	B	R	4.50	4.00	3.15
Obsianus Golem	A	U	1.00	0.50▼	0.25
Orcish Artillery	R	U	1.00	0.50▼	0.40
Orcish Oriflamme	R	U	1.00	0.50▼	0.40
Order of the Sacred Torch	W	R	3.00	2.25▼	0.65
Ornithopter	A	U	1.00	0.80▼	0.70
Pacifism	W	C	0.25	0.25	0.10
Painful Memories	B	C	0.25	0.15	0.10
Panther Warriors	G	C	0.25	0.25	0.10
Patagia Golem	A	U	1.00	0.50▼	0.50
Pearl Dragon	W	R	4.40	3.70▼	3.35
Pentagram of the Ages	A	R	3.00	1.50▼	1.00
Perish	B	U	1.05	1.00	0.80
Pestilence	B	U	1.00	0.25▼	0.25
Phantasmal Terrain	U	C	0.25	0.15	0.10
Phantom Warrior	U	U	1.00	1.00	0.50
Phyrexian Vault	A	U	1.00	0.50▼	0.25
Pillage	R	U	1.80	1.65▼	1.20
Plains (4 versions)	L	L	0.25	0.10	0.10
Polymorph	U	R	3.75	2.25▼	0.65
Power Sink	U	U	1.00	0.50	0.50
Pradesh Gypsies	G	C	0.25	0.15	0.10
Primal Clay	A	R	3.00	2.00	1.00
Prodigal Sorcerer	U	C	0.25	0.25	0.10
Prosperity	U	U	1.00	1.00	1.00
Psychic Transfer	U	R	3.00	2.50▼	0.65
Psychic Venom	U	C	0.25	0.15	0.10
Pyrotechnics	R	C	0.25	0.25	0.10
Python	B	C	0.25	0.15	0.10
Radjan Spirit	G	U	1.00	0.50	0.25
Rag Man	B	R	2.50	1.50▼	0.65
Raging Goblin	R	C	0.35	0.25	0.10
Raise Dead	B	C	0.25	0.25	0.10
Rampant Growth	G	C	0.25	0.15	0.10
Razortooth Rats	B	C	0.25	0.25	0.10
Recall	U	R	3.00	2.50▼	0.65
Reckless Embermage	R	R	3.00	2.50▼	0.65
Redwood Treefolk	G	C	0.25	0.25	0.10
Regal Unicorn	W	C	0.25	0.25	0.10
Regeneration	G	C	0.25	0.15	0.10
Relearn	U	U	1.00	0.50▼	0.30
Relentless Assault	R	R	5.00	4.00	1.50
Remedy	W	C	0.25	0.15	0.10
Remove Soul	U	C	0.25	0.25	0.10
Reprisal	W	U	1.00	0.50▼	0.30
Resistance Fighter	W	C	0.25	0.15	0.10
Reverse Damage	W	R	3.00	2.00▼	0.80
River Boa	G	U	1.30	1.05	1.00
Rod of Ruin	A	U	1.00	0.50▼	0.50
Rowen	G	R	4.00	2.75▼	1.75
Ruins of Trokair	L	U	1.00	0.50▼	0.25
Sabretooth Tiger	R	C	0.25	0.15	0.10
Sage Owl	U	C	0.25	0.25	0.10
Samite Healer	W	C	0.25	0.15	0.10
Scaled Wurm	G	C	0.50	0.25	0.10
Scathe Zombies	B	C	0.25	0.15	0.10
Sea Monster	U	C	0.25	0.15	0.10
Segovian Leviathan	U	U	1.00	0.50▼	0.50
Sengir Autocrat	B	R	3.00	2.50▼	1.50
Serenity	W	R	3.00	2.50▼	0.65
Serra's Blessing	W	U	1.75	1.05	1.00
Shanodin Dryads	G	C	0.25	0.15	0.10
Shatter	R	C	0.25	0.15	0.10
Shatterstorm	R	R	3.00	1.50▼	0.65
Shock	R	C	0.40	0.25	0.20
Sibilant Spirit	U	R	3.00	2.00▼	0.80
Skull Catapult	A	U	1.00	0.50▼	0.50
Sky Diamond	A	U	1.00	1.00	0.70
Snake Basket	A	R	4.15	3.00▼	2.80
Soldevi Sage	U	U	1.00	0.75▼	0.50
Soul Net	A	U	1.00	0.50	0.25
Spell Blast	U	C	0.25	0.25	0.15
Spirit Link	W	U	1.05	1.00	0.95
Spitting Drake	R	U	1.00	0.50▼	0.25
Spitting Earth	R	C	0.25	0.15	0.10
Stalking Tiger	G	C	0.25	0.15	0.10
Standing Troops	W	C	0.25	0.15	0.10
Staunch Defenders	W	U	1.00	0.50▼	0.25
Stone Rain	R	C	0.25	0.15	0.10
Storm Cauldron	A	R	3.00	3.00	0.80
Storm Crow	U	C	0.25	0.15	0.10
Strands of Night	B	U	1.00	0.50	0.25
Stream of Life	G	C	0.25	0.25	0.10
Stromgald Cabal	B	R	3.20	3.00	1.00
Stupor	B	U	1.00	0.80▼	0.60
Sulfurous Springs	L	R	7.00	6.50	3.85
Summer Bloom	G	U	1.00	1.00	0.75
Sunweb	W	R	3.35	3.00	2.65
Svyelunite Temple	L	U	1.00	0.50▼	0.25
Swamp (4 versions)	L	L	0.25	0.10	0.10
Syphon Soul	B	C	0.25	0.15	0.10
Talruum Minotaur	R	C	0.25	0.15	0.10
Tariff	W	R	3.35	3.00	1.75
Teferi's Puzzle Box	A	R	3.00	2.75▼	1.00
Terror	B	C	0.75	0.25	0.10
The Hive	A	R	3.00	1.50▼	0.70
Thicket Basilisk	G	U	1.00	0.50	0.25
Throne of Bone	A	U	1.00	0.50	0.25
Tidal Surge	U	C	0.25	0.25	0.15
Trained Armodon	G	C	0.25	0.15	0.10
Tranquil Grove	G	R	3.00	3.00	1.00
Tranquility	G	C	0.25	0.15	0.10
Tremor	R	C	0.25	0.15	0.10
Tundra Wolves	W	C	0.25	0.15	0.10
Uktabi Orangutan	G	U	1.20	1.00	0.95
Uktabi Wildcats	G	R	3.00	2.75▼	1.40
Underground River	L	R	7.25	7.00	6.75
Unseen Walker	G	U	1.00	0.50▼	0.50
Unsummon	U	C	0.25	0.25	0.10
Untamed Wilds	G	U	1.00	0.50▼	0.40
Unyaro Griffin	W	U	1.00	0.50	0.25
Vampiric Tutor	B	R	15.25	12.25▲	10.25
Venerable Monk	W	C	0.25	0.15	0.10
Verduran Enchantress	G	R	3.00	2.00▼	1.00
Vertigo	R	U	1.00	0.50▼	0.50
Viashino Warrior	R	C	0.25	0.15	0.10
Vitalize	G	C	0.25	0.25	0.20
Vodalian Soldiers	U	C	0.25	0.15	0.10
Volcanic Dragon	R	R	6.00	5.00	4.75
Volcanic Geyser	R	U	1.00	1.00	0.90
Waiting in the Weeds	G	R	3.25	3.00	2.50
Wall of Air	U	U	1.00	0.50	0.25
Wall of Fire	R	U	1.00	0.50	0.25
Wall of Swords	W	U	1.00	0.50	0.30
Wand of Denial	A	R	3.00	2.25▼	0.80
Warmth	W	U	1.00	1.00	0.25
Warrior's Honor	W	C	0.25	0.15	0.10
Warthog	G	U	1.00	1.00	0.50
Wild Growth	G	C	0.25	0.25	0.10
Wind Drake	U	C	0.25	0.15	0.10
Wind Spirit	U	U	1.00	1.00	0.50
Wooden Sphere	A	U	1.00	0.50	0.25
Worldly Tutor	G	U	1.60	1.00	1.00
Wrath of God	W	R	10.00	8.00	7.50
Wyluli Wolf	G	R	3.00	2.50▼	0.65
Zombie Master	B	R	4.00	4.00	2.30
Zur's Weirding	U	R	3.00	2.50▼	0.65
Total			599.20	469.35	297.25

Seventh Edition



350 Cards

Seventh Edition Set	230.00	200.00▼	180.00
Seventh Edition Foil Set	1800.00	1795.00▲	1395.00
Seventh Edition Starter Box	82.00	67.00▼	61.00
Seventh Edition Booster Box	105.00	95.00	83.00
Seventh Edition Starter deck	9.75	8.50	7.00
Seventh Edition Booster pack	3.35	3.25	3.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Adarkar Wastes	L	R	35.00	17.00▼	10.00
Birds of Paradise	G	R	105.00	95.00▼	85.00
Brushland	L	R	35.00	18.00▼	15.00
City of Brass	L	R	40.00	22.00▼	16.50
Coat of Arms	A	R	35.00	28.00▼	18.75
Crimson Hellkite	R	R	15.00	15.00	12.00
Elvish Piper	G	R	15.00	15.00	10.00
Glorious Anthem	W	R	15.00	15.00	12.00
Howling Mine	A	R	16.00	15.00	11.25
Karplusan Forest	L	R	40.00	18.00▼	12.00
Might of Oaks	G	R	18.00	15.00	13.50
Serra Angel	W	R	60.00	50.00▼	50.00
Shivan Dragon	R	R	50.00	34.00▼	21.00
Sulfurous Springs	L	R	30.00	15.00▼	12.50
Underground River	L	R	44.00	23.00▼	13.50
Wrath of God	W	R	76.00	60.00▼	53.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Horror	B	R	3.00	3.00	0.80
Abyssal Specter	B	U	1.00	0.50▼	0.45
Adarkar Wastes	L	R	7.00	5.00	4.40
Æther Flash	R	U	1.00	0.50▼	0.50
Agonizing Memories	B	U	1.00	0.50	0.50
Air Elemental	U	U	1.00	0.50	0.25
Aladdin's Ring	A	R	3.00	1.00▼	0.80
Anaconda	G	U	1.00	0.50▼	0.40
Ancestral Memories	U	R	3.00	3.00	0.65
Ancient Silverback	G	R	4.00	3.50	1.90
Angelic Page	W	C	0.25	0.25	0.15
Arcane Laboratory	U	U	1.00	0.80▼	0.50
Archivist	U	R	4.00	3.00	1.85
Ardent Militia	W	U	0.75	0.50	0.25
Balduvian Barbarians	R	C	0.25	0.25	0.15
Baleful Stare	U	U	0.90	0.50	0.40
Beast of Burden	A	R	4.10	3.20▼	3.00
Bedlam	R	R	3.00	2.75▼	0.50
Befoul	B	U	0.75	0.50	0.40
Bellowing Fiend	B	R	3.00	3.00	0.45
Benthic Behemoth	U	R	3.20	2.75▼	1.70
Bereavement	B	U	1.00	1.00	0.50
Birds of Paradise	G	R	18.00	16.00▼	15.00
Blanchwood Armor	G	U	1.25	1.00	1.00
Blaze	R	U	1.60	1.00	1.00
Blessed Reversal	W	R	3.00	2.90▼	1.85
Blood Pet	B	C	0.25	0.25	0.15
Bloodshot Cyclops	R	R	3.40	3.00	0.70
Bog Imp	B	C	0.25	0.25	0.10
Bog Wraith	B	U	0.75	0.50	0.25
Boil	R	U	1.00	0.50▼	0.40
Boomerang	U	C	0.25	0.25	0.10
Breath of Life	W	U	1.20	1.00	0.65
Brushland	L	R	6.50	5.00	3.55
Bull Hippo	G	U	0.90	0.50	0.40
Caltrops	A	U	1.00	0.50▼	0.40
Canopy Spider	G	C	0.25	0.25	0.15
Castle	W	U	0.75	0.50	0.40
Charcoal Diamond	A	U	1.00	0.50▼	0.40
Circle of Protection: Black	W	C	0.25	0.25	0.15
Circle of Protection: Blue	W	C	0.25	0.25	0.15
Circle of Protection: Green	W	C	0.25	0.25	0.15
Circle of Protection: Red	W	C	0.25	0.25	0.15
Circle of Protection: White	W	C	0.25	0.25	0.15
City of Brass	L	R	7.75	7.00	6.25
Cloudchaser Eagle	W	C	0.25	0.25	0.15
Coat of Arms	A	R	15.00	14.00	12.25
Compost	G	U	2.10	1.25	1.00
Confiscate	U	U	1.00	0.55▼	0.50
Coral Merfolk	U	C	0.25	0.25	0.15
Corrupt	B	C	0.40	0.25	0.20
Counterspell	U	C	1.30	0.55	0.25
Creeping Mold	G	U	1.40	1.00	0.40
Crimson Hellkite	R	R	6.00	5.00▼	4.00
Crossbow Infantry	W	C	0.25	0.25	0.15
Crypt Rats	B	U	0.75	0.50	0.45
Crystal Rod	A	U	0.75	0.50	0.25
Dakmor Lancer	B	U	0.90	0.50	0.40
Daring Apprentice	U	R	3.00	3.00	0.70
Dark Banishing	B	C	0.25	0.25	0.15
Darkest Hour	B	R	4.00	3.40▼	1.50
Deflection	U	R	4.00	4.00▲	2.45
Delusions of Mediocrity	U	R	3.50	3.00	0.75
Dingus Egg	A	R	3.00	1.50▼	0.90
Disenchant	W	C	0.25	0.25	0.20
Disorder	R	U	1.00	0.50	0.40
Disrupting Scepter	A	R	3.00	1.50▼	0.70
Dregs of Sorrow	B	R	3.75	3.00	1.40
Drudge Skeletons	B	C	0.25	0.25	0.15
Duress	B	C	1.10	0.55	0.25
Eager Cadet	W	C	0.25	0.25	0.10
Early Harvest	G	R	3.90	3.00	2.35
Earthquake	R	R	5.00	5.00	2.60
Eastern Paladin	B	R	3.90	3.00	1.65
Elder Druid	G	R	3.00	2.25▼	0.45
Elite Archers	W	R	3.00	3.00	1.00
Elvish Archers	G	R	3.95	2.75▼	1.90
Elvish Champion	G	R	6.00	5.75▲	4.85
Elvish Lyrist	G	U	1.00	0.50	0.40
Elvish Piper	G	R	7.50	7.00	5.25
Engineered Plague	B	U	1.80	1.30▲	1.00
Ensnaring Bridge	A	R	7.25	6.00▼	5.00
Equilibrium	U	R	4.00	3.50▼	2.15
Evacuation	U	R	3.90	3.00	1.05
Fallen Angel	B	R	4.00	3.50▲	1.90
Familiar Ground	G	U	0.90	0.50	0.40
Fear	B	C	0.25	0.25	0.10
Femeref Archers	G	U	1.00	0.50▼	0.40
Feroz's Ban	A	R	2.90	1.75▼	0.45
Fervor	R	R	3.00	2.75▼	1.45
Fighting Drake	U	U	0.75	0.50	0.40
Final Fortune	R	R	3.75	2.75▼	1.00
Fire Diamond	A	U	1.00	0.85▼	0.50
Fire Elemental	R	U	1.00	0.50	0.30
Fleeting Image	U	R	3.75	2.75▼	0.50
Flight	U	C	0.25	0.25	0.15
Flying Carpet	A	R	2.50	1.50▼	0.55
Fog	G	C	0.25	0.25	0.15
Force Spike	U	C	0.30	0.25	0.20
Forest (4 versions)	L	L	0.25	0.15	0.10
Foul Imp	B	U	0.90	0.50	0.40
Fugue	B	U	1.00	0.50	0.40
Fyndhorn Elder	G	U	1.00	0.50▼	0.40
Gang of Elk	G	U	0.90	0.50	0.40
Gerrard's Wisdom	W	U	1.00	0.50▼	0.40
Ghitu Fire-Eater	R	U	1.00	0.50▼	0.50
Giant Cockroach	B	C	0.25	0.25	0.15
Giant Growth	G	C	0.25	0.25	0.25
Giant Octopus	U	C	0.25	0.25	0.10
Giant Spider	G	C	0.25	0.25	0.15
Glacial Wall	U	U	0.80	0.50	0.45
Glorious Anthem	W	R	6.75	6.00	6.00
Goblin Chariot	R	C	0.25	0.25	0.15
Goblin Digging Team	R	C	0.25	0.25	0.15
Goblin Elite Infantry	R	C	0.25	0.25	0.10
Goblin Gardener	R	C	0.25	0.25	0.15
Goblin Glider	R	U	0.75	0.50	0.40
Goblin King	R	R	4.75	4.00	2.75
Goblin Matron	R	U	0.75	0.50	0.50
Goblin Raider	R	C	0.25	0.25	0.10

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Goblin Spelunkers	R	C	0.25	0.25	0.10
Goblin War Drums	R	U	0.75	0.50	0.30
Gorilla Chieftain	G	C	0.25	0.25	0.15
Grafted Skullcap	A	R	4.90	3.40	1.85
Granite Grip	R	C	0.25	0.25	0.15
Grapeshot Catapult	A	U	0.75	0.50	0.25
Gravedigger	B	C	0.25	0.25	0.10
Greed	B	R	3.00	2.00▼	0.45
Grizzly Bears	G	C	0.25	0.25	0.10
Healing Salve	W	C	0.25	0.25	0.15
Heavy Ballista	W	U	0.75	0.50	0.25
Hibernation	U	U	1.00	1.00	0.40
Hill Giant	R	C	0.25	0.25	0.15
Hollow Dogs	B	C	0.25	0.25	0.10
Holy Strength	W	C	0.25	0.25	0.15
Honor Guard	W	C	0.25	0.25	0.15
Horned Turtle	U	C	0.25	0.25	0.10
Howl from Beyond	B	C	0.25	0.25	0.15
Howling Mine	A	R	7.25	6.00	5.00
Hurricane	G	R	3.00	2.75▼	0.95
Impatience	R	R	3.00	3.00	0.45
Infernal Contract	B	R	3.00	2.75▼	0.40
Inferno	R	R	3.75	2.50▼	0.65
Inspiration	U	C	0.25	0.25	0.15
Intrepid Hero	W	R	4.25	3.85▲	3.15
Iron Star	A	U	0.75	0.50	0.25
Island (4 versions)	L	L	0.25	0.15	0.10
Ivory Cup	A	U	0.75	0.50	0.25
Jalum Tome	A	R	3.00	1.75▼	0.50
Jandor's Saddlebags	A	R	2.90	1.75▼	0.45
Jayemdae Tome	A	R	2.90	2.00▼	0.60
Karplusan Forest	L	R	7.25	5.00	4.05
Kjeldoran Royal Guard	W	R	3.00	2.00▼	0.65
Knight Errant	W	C	0.25	0.25	0.15
Knighthood	W	U	0.90	0.50▼	0.45
Lava Axe	R	C	0.25	0.25	0.20
Leshrac's Rite	B	U	0.75	0.50	0.25
Levitation	U	U	0.90	0.50	0.40
Lightning Blast	R	C	0.25	0.25	0.20
Lightning Elemental	R	C	0.25	0.25	0.15
Llanowar Elves	G	C	0.85	0.25	0.25
Lone Wolf	G	C	0.25	0.25	0.10
Longbow Archer	W	U	1.15	0.80▼	0.50
Looming Shade	B	C	0.25	0.25	0.15
Lord of Atlantis	U	R	4.00	3.00	1.90
Lure	G	U	1.00	0.50	0.25
Mahamoti Djinn	U	R	5.00	4.50▼	3.20
Mana Breach	U	U	0.90	0.50	0.40
Mana Clash	R	R	2.90	1.75▼	0.45
Mana Short	U	R	4.25	3.00	3.00
Marble Diamond	A	U	1.00	0.55▼	0.50
Maro	G	R	5.00	3.50▼	1.40
Master Healer	W	R	3.00	3.00	1.00
Mawcor	U	R	3.20	3.00	0.70
Meekstone	A	R	3.90	3.00	2.05
Megrim	B	U	2.70	2.20▲	1.50
Memory Lapse	U	C	0.25	0.25	0.15
Merfolk Looter	U	U	1.60	0.85▼	0.60
Merfolk of the Pearl Trident	U	C	0.25	0.25	0.15
Might of Oaks	G	R	6.50	6.00	4.80
Millstone	A	R	6.00	5.00	4.40
Mind Rot	B	C	0.25	0.25	0.15
Monstrous Growth	G	C	0.25	0.25	0.15
Moss Diamond	A	U	1.00	0.50▼	0.40
Mountain (4 versions)	L	L	0.25	0.15	0.10
Nature's Resurgence	G	R	4.00	3.25	0.45
Nature's Revolt	G	R	3.55	3.00	1.15
Nausea	B	C	0.25	0.25	0.10
Necrologia	B	U	0.90	0.50	0.40
Nightmare	B	R	5.50	4.00▼	3.45
Nocturnal Raid	B	U	0.75	0.50	0.40
Northern Paladin	W	R	3.85	3.00	3.00
Ogre Taskmaster	R	U	1.00	0.50	0.50
Okk	R	R	3.00	3.00	0.65
Opportunity	U	U	1.00	0.50▼	0.40
Opposition	U	R	6.50	6.00	5.25
Oppression	B	R	3.40	3.00	0.70
Orcish Artillery	R	U	1.00	0.50	0.25
Orcish Oriflamme	R	U	1.00	0.50	0.25
Ostracize	B	C	0.25	0.25	0.15
Pacifism	W	C	0.25	0.25	0.15
Pariah	W	R	4.65	4.00	3.65
Patagia Golem	A	U	1.00	0.50	0.50
Persecute	B	R	5.50	5.00	3.70
Phantom Warrior	U	U	1.00	0.50▼	0.40
Phyrexian Colossus	A	R	5.00	3.50▼	2.90
Phyrexian Hulk	A	U	0.90	0.50	0.40
Pillage	R	U	1.65	1.00▼	0.70
Pit Trap	A	U	0.90	0.50	0.40
Plague Beetle	B	C	0.25	0.25	0.15
Plains (4 versions)	L	L	0.25	0.15	0.10
Pride of Lions	G	U	1.00	0.50	0.45
Prodigal Sorcerer	U	C	0.25	0.25	0.15
Purify	W	R	3.00	3.00	0.45
Pygmy Pyrosaur	R	C	0.25	0.25	0.15
Pyroclasm	R	U	1.00	0.50▼	0.50
Pyrotechnics	R	U	1.00	0.50	0.40
Rag Man	B	R	2.50	1.75▼	0.65
Raging Goblin	R	C	0.25	0.25	0.15
Raise Dead	B	C	0.25	0.25	0.15
Rampant Growth	G	C	0.25	0.25	0.15
Razorfoot Griffin	W	C	0.25	0.25	0.15
Razortooth Rats	B	C	0.25	0.25	0.15
Reckless Embermage	R	R	3.40	3.00	0.50
Reclaim	G	C	0.25	0.25	0.15
Redwood Treefolk	G	C	0.25	0.25	0.10
Reflexes	R	C	0.25	0.25	0.15
Regeneration	G	C	0.25	0.25	0.15
Relentless Assault	R	R	4.20	3.50▼	1.00
Remove Soul	U	C	0.25	0.25	0.15
Reprisal	W	U	0.90	0.50	0.50
Reprocess	B	R	3.00	2.75▼	0.45
Revenant	B	R	3.00	2.75▼	0.80
Reverse Damage	W	R	3.50	2.05▼	1.00
Rod of Ruin	A	U	0.75	0.50	0.25
Rolling Stones	W	R	3.45	3.00	1.50
Rowen	G	R	3.95	2.50▼	0.45
Sabretooth Tiger	R	C	0.25	0.25	0.10
Sacred Ground	W	R	4.80	3.00▼	1.40
Sacred Nectar	W	C	0.25	0.25	0.15
Sage Owl	U	C	0.25	0.25	0.15
Samite Healer	W	C	0.25	0.25	0.15
Sanctimony	W	U	1.00	0.50▼	0.40
Scathe Zombies	B	C	0.25	0.25	0.10
Scavenger Folk	G	U	0.75	0.50	0.25
Sea Monster	U	C	0.25	0.25	0.10
Seasoned Marshal	W	U	1.00	0.50▼	0.40
Seeker of Skybreak	G	C	0.30	0.25	0.15
Seismic Assault	R	R	5.00	3.50▼	1.90
Serpent Warrior	B	C	0.25	0.25	0.10
Serra Advocate	W	U	1.00	0.55▼	0.50
Serra Angel	W	R	8.25	7.50	6.50
Serra's Embrace	W	U	1.00	1.00	0.75
Shanodin Dryads	G	C	0.25	0.25	0.10
Shatter	R	C	0.25	0.25	0.15
Shield Wall	W	C	0.25	0.25	0.15
Shivan Dragon	R	R	10.00	9.00	6.75
Shock	R	C	0.25	0.25	0.20
Sisay's Ring	A	U	0.75	0.50	0.30
Sky Diamond	A	U	1.00	0.50▼	0.40
Skyshroud Falcon	W	C	0.25	0.25	0.15
Sleight of Hand	U	C	0.25	0.25	0.15
Soul Feast	B	U	1.00	0.50	0.40
Soul Net	A	U	0.75	0.50	0.25
Southern Paladin	W	R	3.80	2.65▼	2.00
Spellbook	A	U	1.15	1.00	0.95
Spined Wurm	G	C	0.25	0.25	0.15
Spineless Thug	B	C	0.25	0.25	0.15
Spirit Link	W	U	1.00	0.90▼	0.60
Spitting Earth	R	C	0.25	0.25	0.15
Squall	G	C	0.25	0.25	0.15
Standing Troops	W	C	0.25	0.25	0.15
Starlight	W	U	0.75	0.50	0.40
Static Orb	A	R	5.50	4.00▼	3.10
Staunch Defenders	W	U	1.00	0.50	0.40
Steal Artifact	U	U	1.00	0.50	0.50
Stone Rain	R	C	0.25	0.25	0.15
Storm Cauldron	A	R	3.20	3.00	0.60
Storm Crow	U	C	0.25	0.25	0.10
Storm Shaman	R	U	0.90	0.50	0.40
Strands of Night	B	U	1.00	0.50▼	0.50
Stream of Life	G	C	0.25	0.25	0.15
Stronghold Assassin	B	R	4.75	3.00▼	1.30
Sudden Impact	R	U	0.90	0.50	0.40
Sulfurous Springs	L	R	6.75	4.00▼	3.60
Sunweb	W	R	3.90	2.50▼	1.05
Sustainer of the Realm	W	U	0.90	0.50	0.40
Swamp (4 versions)	L	L	0.25	0.15	0.10
Tainted Æther	B	R	3.90	3.00	1.00
Teferi's Puzzle Box	A	R	4.00	3.00	1.00
Telepathic Spies	U	C	0.25	0.25	0.10
Telepathy	U	U	1.00	0.50	0.40
Temporal Adept	U	R	5.00	5.00▲	3.00
Thieving Magpie	U	U	1.00	0.50▼	0.40
Thorn Elemental	G	R	5.75	5.00	4.30
Thoughtleech	G	U	0.75	0.50	0.40
Throne of Bone	A	U	0.75	0.50	0.25
Tolarian Winds	U	C	0.25	0.25	0.10
Trained Armodon	G	C	0.25	0.25	0.10
Trained Orgg	R	R	3.20	3.00	0.50
Tranquility	G	C	0.25	0.25	0.15
Treasure Trove	U	U	1.00	0.50	0.40
Treefolk Seedlings	G	U	0.75	0.50	0.40
Tremor	R	C	0.25	0.25	0.15
Twiddle	U	C	0.25	0.25	0.15
Uktabi Wildcats	G	R	3.20	2.75▼	1.70
Underground River	L	R	7.00	5.75▼	5.00
Unholy Strength	B	C	0.25	0.25	0.15
Unsummon	U	C	0.25	0.25	0.15
Untamed Wilds	G	U	0.75	0.50	0.25
Venerable Monk	W	C	0.25	0.25	0.15
Vengeance	W	U	0.75	0.50	0.40
Verduran Enchantress	G	R	3.00	2.25▼	1.15
Vernal Bloom	G	R	3.20	2.75▼	2.45
Vigilant Drake	U	C	0.25	0.25	0.15
Vizzerdrix	U	R	3.20	3.00	0.65
Volcanic Hammer	R	C	0.40	0.25	0.20
Wall of Air	U	U	0.75	0.50	0.25
Wall of Bone	B	U	0.75	0.50	0.25
Wall of Fire	R	U	0.75	0.50	0.25
Wall of Spears	A	U	0.75	0.50	0.25
Wall of Swords	W	U	0.75	0.50	0.25
Wall of Wonder	U	R	3.00	2.00	0.65
Western Paladin	B	R	3.65	2.00▼	1.35
Wild Growth	G	C	0.25	0.25	0.15
Wildfire	R	R	4.15	3.00▼	2.05
Wind Dancer	U	U	0.75	0.50	0.40
Wind Drake	U	C	0.25	0.25	0.15
Wing Snare	G	U	0.90	0.50	0.40
Wood Elves	G	C	0.25	0.25	0.15
Wooden Sphere	A	U	0.75	0.50	0.25
Worship	W	R	7.25	6.00	5.50
Wrath of God	W	R	15.75	11.50▲	9.75
Yavimaya Enchantress	G	U	1.00	0.50	0.40
Yawgmoth's Edict	B	U	1.00	0.50	0.40
Total			643.20	503.90	317.00

Core Set 8

350 Cards

*= Found in Core Game two-player starters only

Core Set (no foils)	360.00	250.00▼	180.00
Core Foil Set	1625.00	1280.00▲	915.00
Pre-Constructed Deck Box	100.00	83.00▼	72.00
Booster Box	94.00	82.00▼	75.00
Core Game two-player starter	15.00	13.50▼	10.50
Pre-Constructed Deck	8.00	8.00	8.00
Booster Pack	3.30	3.25	3.00
Foil Rare cards	7.25	6.00	5.75
Foil Uncommon cards	3.00	2.75▲	2.25
Foil Common cards	1.00	1.00	0.95

CARD NAME	COL	RAR	UPR	MED	LOW
Birds of Paradise	G	R	91.00	86.00▲	79.00
Blinding Angel	W	R	18.00	17.50▲	15.00
City of Brass	L	R	21.00	18.00	17.75
Coat of Arms	A	R	31.00	30.00	21.00
Hammer of Bogardan	R	R	25.00	21.00▲	18.00
Royal Assassin	B	R	22.00	21.00▲	15.00
Serra Angel	W	R	36.00	25.00▲	16.50
Shivan Dragon	R	R	21.00	18.25▲	15.25
Two-Headed Dragon	R	R	20.00	17.50▲	10.00
Underworld Dreams	B	R	30.00	29.00▼	23.00
Wrath of God	W	R	50.00	44.00▲	20.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Specter	B	U	1.00	1.00▲	0.50
Air Elemental	U	U	1.00	0.50	0.30
Aladdin's Ring	A	R	3.00	3.00▲	1.00
Ambition's Cost	B	U	1.00	1.00▲	0.60
Anaba Shaman	R	C	0.25	0.25	0.20
Angel of Mercy	W	U	1.00	1.00▲	0.60
Angelic Page	W	C	0.25	0.25	0.20
Archivist	U	R	3.50	3.00	2.20
Ardent Militia	W	U	1.00	0.50	0.40
Avatar of Hope	W	R	7.25	5.50▲	4.70
Aven Cloudchaser	W	C	0.25	0.25	0.25
Aven Fisher	U	C	0.25	0.25	0.20
Aven Flock	W	C	0.25	0.25	0.25
Balance of Power	U	R	4.25	3.50▲	3.00
Balduvian Barbarians	R	C	0.25	0.25	0.20
Beast of Burden	A	R	4.00	3.30▼	3.00
Birds of Paradise	G	R	17.50	16.00	15.00
Blanchwood Armor	G	U	1.10	1.00	0.90
Blaze	R	U	1.25	1.00	1.00
Blessed Reversal	W	R	3.25	3.00	2.20
Blinding Angel	W	R	8.00	7.50▲	7.00
Blood Moon	R	R	3.50	3.00	1.90
Bloodshot Cyclops	R	R	3.25	3.00	1.00
Bog Imp	B	C	0.25	0.25	0.20
Bog Wraith	B	U	1.00	0.50	0.25
Boil	R	U	1.00	1.00	0.45
Boomerang	U	C	0.25	0.25	0.20
Brass Herald	A	R	3.00	3.00▲	0.95
Bribery	U	R	6.00	5.00▼	4.55
Call of the Wild	G	R	4.00	3.25▲	1.35
Canopy Spider	G	C	0.25	0.25	0.20
Canyon Wildcat	R	C	0.25	0.25	0.25
Carrion Wall	B	U	1.00	0.50	0.40
Catalog	U	C	0.25	0.25	0.25
Chastise	W	U	1.00	1.00	0.70
Choke	G	U	1.00	1.00	0.50
Cinder Wall	R	C	0.25	0.25	0.25
Circle of Protection: Black	W	U	0.75	0.50	0.25
Circle of Protection: Blue	W	U	0.75	0.50	0.25
Circle of Protection: Green	W	U	0.75	0.50	0.25
Circle of Protection: Red	W	U	0.75	0.50	0.25
Circle of Protection: White	W	U	1.00	0.50	0.25
City of Brass	L	R	7.50	7.00	6.50
Coastal Hornclaw	U	C	0.25	0.25	0.25
Coastal Piracy	U	R	3.00	3.00▲	1.10
Coastal Tower	L	U	1.75	1.15▲	1.00
Coat of Arms	A	R	15.25	15.00▲	12.25
Coercion	B	C	0.25	0.25	0.20
Collective Unconscious	G	R	4.50	3.50▲	2.40
Concentrate	U	U	1.10	1.00	0.50
Confiscate	U	U	1.00	0.80▼	0.50
Coral Eel	U	C	0.25	0.25	0.25
Cowardice	U	R	4.00	3.25▲	0.90
Craw Wurm	G	C	0.25	0.25	0.20
Creeping Mold	G	U	1.35	1.00	0.45
Crossbow Infantry	W	C	0.25	0.25	0.20
Crystal Rod	A	U	1.00	0.50	0.25
Curiosity	U	U	1.00	1.00	0.70
Daring Apprentice	U	R	3.00	3.00	0.95
Dark Banishing	B	C	0.25	0.25	0.20
Death Pit Offering	B	R	3.25	3.00	2.80
Death Pits of Rath	B	R	4.00	4.00	3.10
Deathgazer	B	U	1.00	0.75▲	0.40
Deepwood Ghoul	B	C	0.25	0.25	0.20
Defense Grid	A	R	4.00	3.75▼	3.00
Deflection	U	R	5.00	4.00▲	1.90
Dehydration	U	C	0.25	0.25	0.25
Demolish	R	U	1.00	0.50	0.40
Demystify	W	C	0.25	0.25	0.25
Diabolic Tutor	B	U	2.60	2.00	1.60
Dingus Egg	A	R	3.00	3.00▲	0.95
Disrupting Scepter	A	R	3.00	3.00	0.85
Distorting Lens	A	R	3.75	3.00	1.25
Diving Griffin	W	C	0.25	0.25	0.25
Drudge Skeletons	B	C	0.25	0.25	0.20
Dusk Imp	B	C	0.25	0.25	0.25
Dwarven Demolition Team	R	U	1.00	0.50	0.40
Eager Cadet	W	C*	0.30	0.25	0.20
Eastern Paladin	B	R	3.50	3.00	2.05
Elfhame Palace	L	U	1.35	1.00	0.95
Elite Archers	W	R	3.25	3.00	1.45
Elite Javelineer	W	U	1.00	0.50	0.25
Elvish Champion	G	R	6.00	6.00▲	5.50
Elvish Lyrist	G	U	1.00	0.50	0.40
Elvish Pioneer	G	C	0.25	0.25	0.25
Elvish Piper	G	R	7.50	7.00	6.50
Elvish Scrapper	G	U	1.00	0.75▲	0.40
Emperor Crocodile	G	R	5.00	3.00	2.25
Enormous Baloth	G	U*	1.00	0.75	0.50
Enrage	R	U	1.00	0.75▲	0.40
Ensnaring Bridge	A	R	6.00	5.50	5.00
Evacuation	U	R	4.00	4.00	2.20
Execute	B	U	1.00	0.50	0.40
Fallen Angel	B	R	3.50	3.00	2.85
Fear	B	C	0.25	0.25	0.20
Fecundity	G	U	1.00	1.00	0.40
Fertile Ground	G	C	0.25	0.25	0.25
Fighting Drake	U	U	1.00	0.50	0.40
Flash Counter	U	C	0.25	0.25	0.25
Flashfires	R	U	1.00	0.50	0.35
Fleeting Image	U	R	3.25	3.00	0.80
Flight	U	C	0.25	0.25	0.15
Flying Carpet	A	R	3.00	2.00▲	0.80
Fodder Cannon	A	U	1.00	0.75▲	0.40
Foratog	G	U	1.00	0.75▲	0.40
Forest (4 versions)	L	L	0.20	0.10	0.10
Fugitive Wizard	U	C	0.25	0.25	0.25
Fungusaur	G	R	3.25	3.00▲	0.90
Furnace of Rath	R	R	5.00	3.65▼	3.00
Fyndhorn Elder	G	U	1.00	1.00▲	0.45
Gaea's Herald	G	R	4.00	3.50▲	3.00
Giant Badger	G	C	0.25	0.25	0.25
Giant Cockroach	B	C	0.25	0.25	0.20
Giant Growth	G	C	0.25	0.25	0.25
Giant Octopus	U	C*	0.25	0.25	0.20
Giant Spider	G	C	0.25	0.25	0.20
Glorious Anthem	W	R	7.00	6.00	5.50
Glory Seeker	W	C	0.25	0.25	0.25
Gluttonous Zombie	B	U	1.00	0.75▲	0.40
Goblin Chariot	R	C	0.25	0.25	0.20
Goblin Glider	R	U	1.00	0.50	0.40
Goblin King	R	R	5.00	4.00▼	3.00
Goblin Raider	R	C	0.25	0.25	0.20
Grave Pact	B	R	5.25	5.00	4.00
Gravedigger	B	C	0.25	0.25	0.20
Grizzly Bears	G	C	0.25	0.25	0.20
Guerrilla Tactics	R	U	1.00	0.50	0.30
Hammer of Bogardan	R	R	9.50	7.00	6.75
Healing Salve	W	C	0.25	0.25	0.20
Hibernation	U	U	1.00	1.00	0.45
Hill Giant	R	C	0.25	0.25	0.20
Holy Day	W	C	0.25	0.25	0.25
Holy Strength	W	C	0.25	0.25	0.20
Honor Guard	W	C	0.25	0.25	0.20
Horned Troll	G	C	0.25	0.25	0.25
Horned Turtle	U	C	0.25	0.25	0.20
Howling Mine	A	R	6.00	5.25	4.70
Hulking Cyclops	R	U	1.00	0.75▲	0.40
Hunted Wumpus	G	U	1.00	0.50▼	0.40
Index	U	C	0.25	0.25	0.25
Inferno	R	R	3.25	3.00	0.75
Inspiration	U	C	0.25	0.25	0.20
Intrepid Hero	W	R	4.00	4.00	3.45
Intruder Alarm	U	R	4.00	3.90	3.25
Invisibility	U	U	1.00	1.00▲	0.50
Iron Star	A	U	1.00	0.50	0.25
Island (4 versions)	L	L	0.20	0.10	0.10
Ivory Cup	A	U	1.00	0.50	0.25
Ivory Mask	W	R	5.75	5.00▲	4.00
Jayemdae Tome	A	R	3.00	3.00	0.85
Karma	W	U	1.00	1.00	0.55
Larceny	B	R	3.00	2.50▼	0.80
Lava Axe	R	C	0.25	0.25	0.25
Lava Hounds	R	R	3.00	2.50▼	0.80
Lesser Gargadon	R	U	1.00	0.75▲	0.40
Lhurgoyf	G	R	4.00	3.50▼	3.20
Lightning Blast	R	U	1.00	0.50	0.25
Lightning Elemental	R	C	0.25	0.25	0.20
Living Terrain	G	U	1.00	0.75▲	0.40
Llanowar Behemoth	G	U	1.00	0.50	0.40
Lone Wolf	G	C	0.25	0.25	0.20
Looming Shade	B	C	0.25	0.25	0.20
Lord of the Undead	B	R	6.25	5.75▼	5.00
Lure	G	U	1.00	0.50	0.25
Maggot Carrier	B	C	0.25	0.25	0.25
Mahamoti Djinn	U	R	5.00	4.00	2.25
Mana Clash	R	R	3.00	2.50▲	0.90
Mana Leak	U	C	0.80	0.30	0.25
Maro	G	R	4.00	3.50▼	1.50
Master Decoy	W	C	0.25	0.25	0.25
Master Healer	W	R	3.25	3.00	0.85
Megrim	B	U	2.50	2.00	1.15
Merchant of Secrets	U	C	0.25	0.25	0.25
Merchant Scroll	U	U	1.00	1.00	0.75
Might of Oaks	G	R	5.50	4.65▼	3.65
Millstone	A	R	5.00	5.00	3.40
Mind Bend	U	R	3.00	3.00▲	1.75
Mind Rot	B	C	0.25	0.25	0.20
Mind Slash	B	U	1.00	0.50	0.40
Mind Sludge	B	U	1.00	1.00	0.40
Mogg Sentry	R	R	3.25	3.00▲	1.70
Monstrous Growth	G	C	0.25	0.25	0.20
Moss Monster	G	C	0.25	0.25	0.25
Mountain (4 versions)	L	L	0.20	0.10	0.10
Murderous Betrayal	B	R	3.00	3.00▲	0.90
Nantuko Disciple	G	C	0.25	0.25	0.25
Natural Affinity	G	R	3.25	3.00	2.25
Naturalize	G	C	0.35	0.25	0.25

Nausea	B	C	0.25	0.25	0.20
Nekrataai	B	U	1.25	1.00	1.00
Nightmare	B	R	5.00	4.95	3.60
Noble Purpose	W	R	3.25	3.00	2.20
Norwood Ranger	G	C	0.25	0.25	0.25
Obliterate	R	R	6.00	5.50▲	4.00
Ogre Taskmaster	R	U	1.00	0.50	0.40
Okk	R	R	3.25	3.00	1.00
Oracle's Attendants	W	R	3.25	3.00▲	0.75
Orcish Artillery	R	U	1.00	0.50	0.25
Orcish Spy	R	C	0.25	0.25	0.25
Pacifism	W	C	0.25	0.25	0.20
Panic Attack	R	C	0.25	0.25	0.20
Patagia Golem	A	U	1.00	0.50	0.40
Peach Garden Oath	W	U	1.40	1.00	0.85
Persecute	B	R	5.50	5.00	3.10
Phantom Warrior	U	U	1.00	1.00▲	0.40
Phyrexian Arena	B	R	5.75	4.50▼	3.25
Phyrexian Colossus	A	R	4.50	3.50▼	2.65
Phyrexian Hulk	A	U	1.00	0.50	0.40
Phyrexian Plaguelord	B	R	4.55	4.00	3.25
Plague Beetle	B	C	0.25	0.25	0.20
Plague Wind	B	R	6.00	5.00	4.25
Plains (4 versions)	L	L	0.20	0.10	0.10
Planar Portal	A	R	4.50	4.00	3.25
Plow Under	G	R	5.00	3.50▲	2.75
Primeval Force	G	R	3.75	3.00	2.45
Primeval Shambler	B	U	1.00	0.75▲	0.40
Puppeteer	U	U	1.00	0.50	0.45
Pyroclasm	R	U	1.00	1.00	0.50
Pyrotechnics	R	U	1.00	0.50	0.40
Raging Goblin	R	C	0.25	0.25	0.20
Rain of Blades	W	U	1.00	0.75▲	0.40
Raise Dead	B	C	0.25	0.25	0.20
Rampant Growth	G	C	0.25	0.25	0.20
Ravenous Rats	B	C	0.25	0.25	0.25
Razorfoot Griffin	W	C	0.25	0.25	0.20
Redeem	W	C	0.25	0.25	0.20
Reflexes	R	C	0.25	0.25	0.15
Regeneration	G	C	0.25	0.25	0.20
Relentless Assault	R	R	4.00	3.50▲	1.60
Remove Soul	U	C	0.25	0.25	0.20
Revive	G	U	1.00	1.00▲	0.45
Rewind	U	U	1.10	1.00	0.95
Rhox	G	R	6.00	4.00	3.65
Ridgeline Rager	R	C	0.25	0.25	0.20
Rod of Ruin	A	U	1.00	0.50	0.25
Rolling Stones	W	R	3.00	3.00	1.85
Royal Assassin	B	R	12.00	10.00▲	7.75
Rukh Egg	R	R	6.00	5.75▲	4.80
Rushwood Dryad	G	C	0.25	0.25	0.25
Sabretooth Tiger	R	C	0.25	0.25	0.15
Sacred Ground	W	R	4.50	3.00	2.10
Sacred Nectar	W	C	0.25	0.25	0.20
Sage of Lat-Nam	U	R	3.00	2.50▲	0.60
Sage Owl	U	C	0.25	0.25	0.20
Salt Marsh	L	U	1.50	1.35	1.10
Samite Healer	W	C	0.25	0.25	0.15
Sanctimony	W	U	1.00	1.00▲	0.40
Savannah Lions	W	R	6.00	6.00▲	5.00
Scathe Zombies	B	C	0.25	0.25	0.20
Sea Eagle	U	C*	0.30	0.25	0.25
Sea Monster	U	C	0.25	0.25	0.20
Searing Wind	R	R	4.00	3.85▲	3.00
Seasoned Marshal	W	U	1.00	0.75▲	0.40
Seismic Assault	R	R	5.00	3.50▲	1.75
Serpent Warrior	B	C	0.25	0.25	0.15
Serra Angel	W	R	7.00	6.00▲	5.25
Sever Soul	B	U	1.00	0.50	0.25
Severed Legion	B	C	0.25	0.25	0.25
Shatter	R	C	0.25	0.25	0.20
Shifting Sky	U	R	3.00	3.00▲	0.80
Shivan Dragon	R	R	9.50	7.00▲	5.50
Shivan Oasis	L	U	1.50	1.15▲	1.00
Shock	R	C	0.25	0.25	0.25
Shock Troops	R	C	0.25	0.25	0.20
Silverback Ape	G	U*	1.10	0.60	0.50
Sizzle	R	C	0.25	0.25	0.25
Skull of Orm	A	R	3.25	3.00	1.65
Slay	B	U	1.00	0.50▼	0.50
Sneaky Homunculus	U	C	0.25	0.25	0.20
Solidarity	W	C	0.25	0.25	0.25
Soul Feast	B	U	1.00	0.50	0.40
Spellbook	A	U	1.10	1.00	0.85
Spiketail Hatchling	U	U	1.00	0.50	0.25
Spined Wurm	G	C	0.25	0.25	0.20
Spineless Thug	B	C	0.25	0.25	0.20
Spirit Link	W	U	1.00	1.00	0.60
Spitting Spider	G	U	1.00	0.75▲	0.40
Spreading Algae	G	U	1.00	1.00▲	0.40
Standing Troops	W	C	0.25	0.25	0.15
Star Compass	A	U	1.00	0.75▲	0.40
Staunch Defenders	W	U	1.00	0.50	0.40
Steal Artifact	U	U	1.00	0.50	0.40
Stone Rain	R	C	0.25	0.25	0.20
Storm Crow	U	C	0.25	0.25	0.20
Story Circle	W	R	4.20	3.50	3.00
Stream of Life	G	U	1.00	0.50	0.30
Sudden Impact	R	U	1.00	0.50▼	0.40
Suntail Hawk	W	C	0.25	0.25	0.25
Sunweb	W	R	3.50	3.00	1.60
Swamp (4 versions)	L	L	0.20	0.10	0.10
Swarm of Rats	B	U	1.00	0.50	0.45
Sword Dancer	W	U	1.00	0.50	0.40
Teferi's Puzzle Box	A	R	3.75	3.00	2.50
Telepathy	U	U	1.00	0.50	0.45
Temporal Adept	U	R	4.25	3.15	2.75
Thieves' Auction	R	R	3.00	3.00	0.85
Thieving Magpie	U	U	1.00	1.00	0.40
Thorn Elemental	G	R	5.25	4.70▼	3.90
Throne of Bone	A	U	1.00	0.50	0.25
Tidal Kraken	U	R	6.00	3.50▲	3.00
Trade Routes	U	R	4.00	3.50▼	1.95
Trained Armodon	G	C	0.25	0.25	0.20
Treasure Trove	U	U	1.00	0.50	0.40
Tremor	R	C	0.25	0.25	0.20
Tundra Wolves	W	C	0.25	0.25	0.20
Twiddle	U	C	0.25	0.25	0.20
Two-Headed Dragon	R	R	9.50	7.50▲	6.00
Underworld Dreams	B	R	16.50	15.00	11.25
Unholy Strength	B	C	0.25	0.25	0.20
Unsummon	U	C	0.25	0.25	0.20
Urborg Volcano	L	U	1.50	1.15▲	1.00
Urza's Armor	A	R	3.00	3.00▲	1.60
Urza's Mine	L	U	1.10	0.95▲	0.50
Urza's Power Plant	L	U	1.10	0.80▲	0.50
Urza's Tower	L	U	1.10	0.85▲	0.50
Vampiric Spirit	B	R	4.25	3.00	1.95
Venerable Monk	W	C	0.25	0.25	0.20
Vengeance	W	U*	1.00	0.50	0.50
Verduran Enchantress	G	R	3.00	3.00	1.05
Vernal Bloom	G	R	3.25	3.00	2.75
Vexing Arcanix	A	R	3.00	2.50▼	1.00
Viashino Sandstalker	R	U	1.15	1.00	0.85
Vicious Hunger	B	C	0.25	0.25	0.25
Vine Trellis	G	C	0.25	0.25	0.25
Vizzerdrix	U	R*	3.75	3.00	0.90
Volcanic Hammer	R	C	0.25	0.25	0.25
Wall of Air	U	U	1.00	0.50	0.25
Wall of Spears	A	U	1.00	0.50	0.25
Wall of Stone	R	U	1.00	0.50	0.30
Wall of Swords	W	U	1.00	0.50	0.25
Warped Devotion	B	R	3.00	3.00	1.85
Western Paladin	B	R	3.50	3.00	1.55
Wind Drake	U	C	0.25	0.25	0.20
Wing Snare	G	U	1.00	0.75▲	0.40
Wood Elves	G	C	0.25	0.25	0.20
Wooden Sphere	A	U	1.00	0.50	0.25
Worship	W	R	6.75	6.00	5.75
Wrath of God	W	R	12.75	10.00	9.50
Wrath of Marit Lage	U	U	1.00	1.00▲	0.50
Yavimaya Enchantress	G	U	1.00	0.55	0.50
Zombify	B	U	1.60	1.50▲	0.95
Zur's Weirding	U	R	3.25	3.00	1.50
Total			694.75	587.30	414.60

Arabian Nights — 78 Cards

Arabian Nights Set	860.00	825.00▲	795.00
Arabian Nights Booster Box	8750.00	7750.00	6750.00
Arabian Nights Booster pack	135.00	130.00▲	105.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abu Ja'far	W	U3	4.00	4.00	4.00
Aladdin	R	U2	10.00	8.50	7.00
Aladdin's Lamp	A	U2	7.00	6.00	5.00
Aladdin's Ring	A	U2	6.00	5.00	5.00
Ali Baba	R	U3	4.00	4.00	3.00
Ali from Cairo	R	U2	72.00	65.00	62.00
Army of Allah (a) & (b)	W	C1/C3	5.00	4.80▼	4.40
Bazaar of Baghdad	L	U3	93.00	47.00▲	37.00
Bird Maiden (a) & (b)	R	C2	2.00	1.00▼	1.00
Bottle of Suleiman	A	U2	6.00	5.00	5.00
Brass Man	A	U3	3.00	3.00	2.00
Camel	W	C5	2.50	1.50▼	1.00
City in a Bottle	A	U2	15.25	13.00▼	12.00
City of Brass	L	U3	45.00	35.00	30.00
Cuombajj Witches	B	C4	1.50	1.00	1.00
Cyclone	G	U3	4.00	3.00	2.50
Dancing Scimitar	A	U2	6.00	5.75▲	5.00
Dandan	U	C4	2.00	1.00	1.00
Desert	L	C11	3.00	3.00	2.00
Desert Nomads	R	C4	2.75	2.00	2.00
Desert Twister	G	U3	5.00	5.00	4.00
Diamond Valley	L	U2	65.00	61.00▲	57.00
Drop of Honey	G	U2	40.00	35.00	34.00
Ebony Horse	A	U2	5.00	4.00	4.00
Elephant Graveyard	L	U2	30.00	25.00	22.00
El-Hajjaj	B	U2	22.00	5.00	4.50
Erg Raiders (a) & (b)	B	C2/C3	2.00	2.00	1.75
Erhnam Djinn	G	U2	30.00	28.00▲	25.00
Eye for an Eye	W	U3	5.00	5.00	5.00
Fishliver Oil (a) & (b)	U	C1/C3	1.40	1.00	1.00
Flying Carpet	A	U3	4.00	4.00	4.00
Flying Men	U	C5	5.00	4.00	3.50
Ghazban Ogre	G	C4	2.00	2.00	1.45
Giant Tortoise (a) & (b)	U	C1/C3	1.00	1.00	1.00
Guardian Beast	B	U2	54.00	45.00	45.00
Hasran Ogress (a) & (b)	B	C2/C3	1.85	1.00	1.00
Hurr Jackal	R	C4	3.00	1.00	1.00
Ifh-Biff Efreet	G	U2	30.00	28.00	25.00
Island Fish Jasconius	U	U2	7.00	6.00	5.00
Island of Wak-Wak	L	U2	35.00	35.00	28.00
Jandor's Ring	A	U2	6.00	4.00	3.00
Jandor's Saddlebags	A	U2	5.00	4.00	4.00
Jeweled Bird	A	U2	7.00	6.00▲	5.00
Jihad	W	U2	45.00	40.00	31.00
Junun Efreet	B	U2	10.50	10.00	8.00
Juzam Djinn	B	U2	200.00	180.00	155.00
Khabal Ghoul	B	U3	34.00	27.00	25.00
King Suleiman	W	U2	20.00	15.00	15.00
Kird Ape	R	C5	4.00	3.00	2.50
Library of Alexandria	L	U3	195.00	155.00	145.00
Magnetic Mountain	R	U3	6.00	3.50	3.00
Merchant Ship	U	U3	5.00	5.00	5.00
Metamorphosis	G	C4	1.50	1.00	1.00
Mijae Djinn	R	U2	8.50	6.00	5.00
Moorish Cavalry (a) & (b)	W	C1/C4	2.25	2.00	1.75
Mountain	L	C1	15.00	15.00▲	11.75
Nafs Asp (a) & (b)	G	C2/C3	1.75	1.00	1.00
Oasis	L	U4	5.00	3.00	2.50
Old Man of the Sea	U	U2	30.00	25.00	24.00
Oubliette (a) & (b)	B	C2	3.75	3.00	2.00
Piety (a) & (b)	W	U2	2.40	1.50	1.00
Pyramids	A	U2	25.00	22.00	15.00
Repentant Blacksmith	W	U2	4.00	4.00	3.00
Ring of Ma'ruf	A	U3	36.00	32.00▲	30.00
Rukh Egg (a) & (b)	R	C1/C3	12.50	10.00▼	8.75
Sandals of Abdallah	A	U3	6.50	5.00	5.00
Sandstorm	G	C4	1.75	1.00	1.00
Serendib Djinn	U	U2	25.00	25.00	25.00
Serendib Efreet	U	U2	30.00	30.00	27.00
Shahrazad	W	U2	38.00	30.00▲	27.00
Sindbad	U	U3	5.00	3.00▼	2.00
Singing Tree	G	U2	33.00	30.00▲	27.00
Sorceress Queen	B	U3	10.00	9.50▲	8.25
Stone-Throwing Devils (a) & (b)	B	C1/C3	5.00	4.40	3.75
Unstable Mutation	U	C5	2.00	1.00	1.00
War Elephant (a) & (b)	W	C1/C3	2.00	1.00	1.00
Wyluli Wolf (a) & (b)	G	C1/C4	4.00	2.50	2.00
Ydwen Efreet	R	U2	14.50	10.00	10.00
Total			1504.15	1246.95	1113.35

Antiquities — 100 Cards

Antiquities Set	350.00	305.00▲	300.00
Antiquities Booster Box	1610.00	1450.00▲	1365.00
Antiquities Booster Pack	30.00	28.00▼	25.00

CARD NAME	COL	RAR	UPR	MED	LOW
Amulet of Kroog	A	C4	0.75	0.50	0.40
Argivian Archaeologist	W	U1	25.00	21.00	18.75
Argivian Blacksmith	W	C4	1.00	0.95	0.50
Argothian Pixies	G	C4	0.80	0.50	0.40
Argothian Treefolk	G	C4	0.90	0.50	0.50
Armageddon Clock	A	U2	4.00	3.00	1.30
Artifact Blast	R	C4	0.80	0.50	0.50
Artifact Possession	B	C4	0.75	0.50	0.50
Artifact Ward	W	C4	0.80	0.50	0.50
Ashnod's Altar	A	U2	2.00	2.00	1.40
Ashnod's Battle Gear	A	U2	1.20	1.00	1.00
Ashnod's Transmogrant	A	U3	1.00	1.00	1.00
Atog	R	C4	0.95	0.65	0.50
Battering Ram	A	C4	0.85	0.50	0.35
Bronze Tablet	A	U1	5.00	4.00	3.00
Candelabra of Tawnos	A	U1	48.00	41.00▲	36.00
Circle of Protection: Artifacts	W	U3	2.00	1.80	1.10
Citanul Druid	G	U3	1.70	1.25	1.00
Clay Statue	A	C4	1.00	0.80	0.45
Clockwork Avian	A	U1	5.00	4.00	4.00
Colossus of Sardia	A	U1	8.00	6.00	5.75
Coral Helm	A	U1	4.00	3.00	2.50
Crumble	G	C4	1.00	0.65	0.50
Cursed Rack	A	C1	2.00	1.00	0.75
Damping Field	W	U3	1.60	1.00	1.00
Detonate	R	U3	2.00	1.65	0.95
Drafna's Restoration	U	C4	0.75	0.50	0.50
Dragon Engine	A	C4	1.40	0.80	0.35
Dwarven Weaponsmith	R	U3	1.20	1.00	0.95
Energy Flux	U	U3	1.55	1.00	0.85
Feldon's Cane	A	C1	6.00	3.50▼	2.70
Gaea's Avenger	G	U1	10.00	10.00	8.00
Gate to Phyrexia	B	U3	2.75	2.00	1.65
Goblin Artisans	R	U3	1.00	1.00	0.95
Golgothian Sylex	A	U1	5.00	4.25	3.90
Grapeshot Catapult	A	C4	0.85	0.50	0.35
Haunting Wind	B	U3	1.50	1.00	1.00
Hurkyl's Recall	U	U1	6.50	4.40	4.00
Ivory Tower	A	U3	8.00	6.00	5.50
Jalum Tome	A	U2	4.00	3.00	2.65
Martyrs of Korlis	W	U3	2.65	2.00	1.00
Mightstone	A	U3	3.00	2.50	1.40
Millstone	A	U3	10.00	8.00	6.25
Mishra's Factory, autumn	L	U1	12.00	9.50	8.25
Mishra's Factory, spring	L	C1	12.00	10.00	9.25
Mishra's Factory, summer	L	U1	16.75	12.50▼	10.00
Mishra's Factory, winter	L	U1	22.00	16.50▲	10.00
Mishra's War Machine	A	U1	4.25	3.25	1.75
Mishra's Workshop	L	U1	125.00	115.00▲	83.00
Obelisk of Undoing	A	U1	5.50	3.00	3.00
Onulet	A	U3	1.85	1.00	1.00
Orcish Mechanics	R	C4	0.85	0.50	0.45
Ornithopter	A	C4	1.90	0.95	0.50
Phyrexian Gremlins	B	C4	1.00	0.50	0.50
Power Artifact	U	U3	12.00	10.00▲	5.00
Powerleech	G	U3	1.95	1.60	1.15
Priest of Yawgmoth	B	C4	1.00	0.65	0.50
Primal Clay	A	U3	1.70	1.20	1.00
Rakalite	A	U3	1.85	1.25	1.00
Reconstruction	U	C4	0.90	0.50	0.50
Reverse Polarity	W	C4	0.90	0.50	0.50
Rocket Launcher	A	U3	2.25	1.90	1.00
Sage of Lat-Nam	U	C4	0.75	0.50	0.50
Shapeshifter	A	U1	4.15	4.00	3.00
Shatterstorm	R	U1	5.00	4.00	3.35
Staff of Zegon	A	C4	0.75	0.50	0.50
Strip Mine, no horizon	L	U1	8.75	6.50	6.00
Strip Mine, small tower	L	U1	10.00	10.00	6.50
Strip Mine, even terraces	L	C1	9.50	7.25	6.50
Strip Mine, uneven terraces	L	U1	10.50	8.00	6.50
Su-Chi	A	U3	11.00	9.50	4.75
Tablet of Epityr	A	C4	0.85	0.50	0.45
Tawnos's Coffin	A	U1	15.00	13.75▲	12.00
Tawnos's Wand	A	U3	1.00	1.00	1.00
Tawnos's Weaponry	A	U3	1.15	1.00	0.95
Tetravus	A	U1	5.25	5.00	3.95
The Rack	A	U3	5.00	3.75	2.25
Titania's Song	G	U3	2.00	1.50	1.00
Transmute Artifact	U	U3	2.00	2.00	1.15
Triskelion	A	U1	10.00	6.50	4.25
Urza's Avenger	A	U1	8.00	5.00	3.40
Urza's Chalice	A	C4	0.80	0.50	0.40
Urza's Mine, clawed sphere	L	C2	1.60	1.00	0.85
Urza's Mine, mouth	L	C1	1.50	1.00	0.70
Urza's Mine, pulley	L	C1	1.25	1.00	0.70
Urza's Mine, tower	L	C2	1.25	1.00	0.70
Urza's Miter	A	U1	5.00	4.50	3.25
Urza's Power Plant, bug	L	C2	1.60	1.00	0.80
Urza's Power Plant, columns	L	C1	1.50	1.00	0.70
Urza's Power Plant, sphere	L	C1	1.00	1.00	0.70
Urza's Power Plant, rock in pot	L	C2	1.25	1.00	0.70
Urza's Tower, forest	L	C2	1.60	1.00	0.80
Urza's Tower, mountains	L	C1	1.25	1.00	0.70
Urza's Tower, plains	L	C1	1.25	1.00	0.70
Urza's Tower, shore	L	C1	1.25	1.00	0.70
Wall of Spears	A	U3	1.20	1.00	0.75
Weakstone	A	U3	2.00	1.65	1.20
Xenic Poltergeist	B	U3	2.00	1.65	1.00
Yawgmoth Demon	B	U1	6.00	5.00	4.80
Yotian Soldier	A	C4	1.00	0.65	0.50
Total			558.85	458.20	353.60

Legends — 310 Cards

Legends Set	895.00	865.00▲	835.00
Legends Booster Box	1595.00	1400.00	1200.00
Legends Booster Pack	49.00	42.00	40.00

CARD NAME	COL	RAR	UPR	MED	LOW
Ærathi Berserker	R	U	1.95	1.60	1.50
Abomination	B	U	2.90	1.95	1.50
Acid Rain	U	R	17.00	15.00	9.75
Active Volcano	R	C	0.75	0.50	0.45
Adun Oakenshield	D	R	11.00	8.00	5.50
Adventurer's Guildhouse	L	U	1.85	1.50	1.00
Aisling Leprechaun	G	C	0.65	0.50	0.50
Akron Legionnaire	W	R	8.00	5.00▼	5.00
Al-abara's Carpet	A	R	10.00	8.00	6.50
Alabaster Potion	W	C	0.70	0.50	0.45
Alchor's Tomb	A	R	10.00	5.00	5.00
All Hallow's Eve	B	R	39.00	31.00▲	26.00
Amrou Kithkin	W	C	0.55	0.50	0.35
Angelic Voices	W	R	10.00	8.00	6.25
Angus Mackenzie	D	R	10.00	6.00	6.00
Anti-Magic Aura	U	C	0.90	0.50	0.50
Arboria	G	U	4.00	2.00	1.50
Arcades Sabboth	D	R	15.00	14.50	14.00
Arena of the Ancients	A	R	8.50	5.50	4.00
Avoid Fate	G	C	1.00	0.90	0.50
Axelrod Gunnarson	D	R	10.00	6.00▼	5.00
Ayesha Tanaka	D	R	8.00	6.00	5.00
Azure Drake	U	U	2.00	1.50	1.10
Backdraft	R	U	1.85	1.50	1.00
Backfire	U	U	1.85	1.50	1.00
Barbary Apes	G	C	0.90	0.50	0.45
Barktooth Warbeard	D	U	1.85	1.50	1.00
Bartel Runeaxe	D	R	10.00	8.00	8.00
Beasts of Bogardan	R	U	1.95	1.50	1.00
Black Mana Battery	A	U	2.00	1.75	1.50
Blazing Effigy	R	C	0.65	0.50	0.50
Blight	B	U	3.00	2.40	1.85
Blood Lust	R	U	4.00	3.00	2.00
Blue Mana Battery	A	U	2.00	1.75	1.50
Boomerang	U	C	1.50	1.00	0.50
Boris Devilboon	D	R	11.00	10.00	9.00
Brine Hag	U	U	2.00	1.65	1.40
Bronze Horse	A	R	8.00	5.00	3.50
Carrion Ants	B	R	10.00	6.00	5.00
Cat Warriors	G	C	0.50	0.50	0.50
Cathedral of Serra	L	U	2.00	1.50	1.50
Caverns of Despair	R	R	10.00	5.50	5.00
Chain Lightning	R	C	8.50	6.00	2.00
Chains of Mephistopheles	B	R	34.00	30.00	29.00
Chromium	D	R	18.00	15.00	14.00
Cleanse	W	R	12.00	10.00	9.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Clergy of the Holy Nimbus	W	C	0.50	0.50	0.45
Cocoon	G	U	1.95	1.50	1.00
Concordant Crossroads	G	R	10.00	10.00	7.50
Cosmic Horror	B	R	7.00	5.50	5.00
Craw Giant	G	U	3.00	2.75	2.00
Crevasse	R	U	1.95	1.50	1.00
Crimson Kobolds	R	C	1.00	0.75	0.50
Crimson Manticore	R	R	7.00	5.00	5.00
Crookshank Kobolds	R	C	1.00	1.00	0.50
Cyclopean Mummy	B	C	0.50	0.50	0.45
D'Avenant Archer	W	C	0.50	0.50	0.45
Dakkon Blackblade	D	R	15.00	14.00	12.00
Darkness	B	C	2.00	1.60	0.90
Deadfall	G	U	1.85	1.50	1.00
Demonic Torment	B	U	2.00	1.75	1.50
Devouring Deep	U	C	0.75	0.50	0.45
Disharmony	R	R	8.50	6.00	5.00
Divine Intervention	W	R	12.00	12.00	10.00
Divine Offering	W	C	0.50	0.50	0.40
Divine Transformation	W	R	9.00	6.00	5.00
Dream Coat	U	U	1.95	1.50	1.00
Durkwood Boars	G	C	0.50	0.50	0.45
Dwarven Song	R	U	1.95	1.50	1.00
Elder Land Wurm	W	R	10.00	6.50	5.00
Elder Spawn	U	R	9.00	5.00	4.00
Elven Riders	G	R	7.50	5.50	4.90
Emerald Dragonfly	G	C	0.50	0.50	0.45
Enchanted Being	W	C	0.75	0.50	0.45
Enchantment Alteration	U	C	0.65	0.50	0.50
Energy Tap	U	C	0.50	0.50	0.45
Equinox	W	C	1.00	0.75	0.50
Eternal Warrior	R	U	1.95	1.50	1.00
Eureka	G	R	30.00	30.00	25.00
Evil Eye of Orms-By-Gore	B	U	4.30	4.00	1.50
Fallen Angel	B	U	6.50	5.00	4.00
Falling Star	R	R	12.00	10.00	8.00
Feint	R	C	0.50	0.50	0.50
Field of Dreams	U	R	10.00	10.00	8.00
Fire Sprites	G	C	1.00	0.75	0.50
Firestorm Phoenix	R	R	20.00	16.00	15.00
Flash Counter	U	C	0.80	0.75	0.50
Flash Flood	U	C	0.50	0.50	0.40
Floral Spuzzem	G	U	1.95	1.50	1.00
Force Spike	U	C	3.00	2.50	1.75
Forethought Amulet	A	R	8.50	6.00	5.00
Fortified Area	W	U	2.00	1.50	1.00
Frost Giant	R	U	3.00	2.00	1.50
Gabriel Angelfire	D	R	10.00	10.00	8.00
Gaseous Form	U	C	0.75	0.50	0.45
Gauntlets of Chaos	A	R	10.00	6.00	5.00
Ghosts of the Damned	B	C	0.50	0.50	0.25
Giant Slug	B	C	0.50	0.50	0.25
Giant Strength	R	C	0.75	0.75	0.50
Giant Turtle	G	C	0.50	0.50	0.45
Glyph of Delusion	U	C	0.65	0.50	0.25
Glyph of Destruction	R	C	0.65	0.50	0.25
Glyph of Doom	B	C	0.50	0.50	0.35
Glyph of Life	W	C	0.50	0.50	0.40
Glyph of Reincarnation	G	C	0.65	0.50	0.45
Gosta Dirk	D	R	10.00	6.00	5.00
Gravity Sphere	R	R	23.00	15.00▲	12.00
Great Defender	W	U	2.00	1.50	1.50
Great Wall	W	U	1.95	1.50	1.00
Greater Realm of Preservation	W	U	2.25	2.00	1.70
Greed	B	R	8.00	5.00	3.75
Green Mana Battery	A	U	2.00	1.75	1.50
Gwendlyn Di Corci	D	R	15.00	15.00	13.00
Halfdane	D	R	10.00	8.00	6.00
Hammerheim	L	U	2.80	2.00	1.70
Hazezon Tamar	D	R	10.00	10.00	8.00
Headless Horseman	B	C	0.80	0.50	0.50
Heaven's Gate	W	U	1.85	1.50	1.50
Hell Swarm	B	C	0.80	0.50	0.50
Hell's Caretaker	B	R	12.25	10.50	10.00
Hellfire	B	R	18.00	17.00	13.50
Holy Day	W	C	1.00	1.00	0.50
Horn of Deafening	A	R	8.00	5.00	3.00
Hornet Cobra	G	C	0.50	0.50	0.45
Horror of Horrors	B	U	2.50	2.00	1.50
Hunding Gjornersen	D	U	1.85	1.50	1.05
Hyperion Blacksmith	R	U	1.85	1.50	1.50
Ichneumon Druid	G	U	1.95	1.50	1.50
Immolation	R	C	0.65	0.50	0.35
Imprison	B	R	10.00	6.00	5.00
In the Eye of Chaos	U	R	10.00	8.00	6.00
Indestructible Aura	W	C	0.50	0.50	0.50
Infernal Medusa	B	U	2.50	1.70	1.50
Infinite Authority	W	R	9.00	6.00	5.50
Invoke Prejudice	U	R	17.50	12.50	10.00
Ivory Guardians	W	U	1.95	1.50	1.00
Jacques le Vert	D	R	10.00	8.00	6.00
Jasmine Boreal	D	U	2.00	1.75	1.25
Jedit Ojanen	D	U	3.75	2.50	1.50
Jerrard of the Closed Fist	D	U	2.00	1.75	1.50
Johan	D	R	10.00	7.00	6.00
Jovial Evil	B	R	13.25	10.00	8.00
Juxtapose	U	R	6.00	5.00	3.00
Karakas	L	U	4.50	3.60	2.50
Kasimir the Lone Wolf	D	U	2.00	1.95	1.50
Keepers of the Faith	W	C	0.50	0.50	0.45
Kei Takahashi	D	R	8.00	5.00	4.50
Killer Bees	G	R	10.00	9.00	6.50
Kismet	W	U	3.00	2.10	2.00
Knowledge Vault	A	R	10.00	8.00	6.00
Kobold Drill Sergeant	R	U	7.50	5.00	3.50
Kobold Overlord	R	R	14.50	12.00	9.25
Kobold Taskmaster	R	U	7.00	6.00	4.00
Kobolds of Kher Keep	R	C	1.00	0.75	0.50
Kry Shield	A	U	2.00	1.95	1.50
Lady Caleria	D	R	11.00	8.00	6.50
Lady Evangela	D	R	10.00	7.00	6.00
Lady Orca	D	U	2.00	1.95	1.55
Land Equilibrium	U	R	14.00	13.00	10.00
Land Tax	W	U	13.50	7.00	5.50
Land's Edge	R	R	10.00	6.00	5.00
Lesser Werewolf	B	U	2.25	1.50	1.45
Life Chisel	A	U	3.00	2.00	1.60
Life Matrix	A	R	10.00	6.00	5.00
Lifeblood	W	R	10.00	6.00	6.00
Living Plane	G	R	18.00	11.50	9.00
Livonya Silone	D	R	10.00	9.00	8.00
Lord Magnus	D	U	2.10	2.00	1.50
Lost Soul	B	C	0.50	0.50	0.50
Mana Drain	U	U	73.00	64.00	53.00
Mana Matrix	A	R	10.00	7.50	5.50
Marble Priest	A	U	1.95	1.50	1.00
Marhault Elsdragon	D	U	2.00	1.75	1.25
Master of the Hunt	G	R	15.00	13.00	11.00
Mirror Universe	A	R	80.00	70.00	65.00
Moat	W	R	77.00	68.00▲	64.00
Mold Demon	B	R	10.00	7.00	5.75
Moss Monster	G	C	0.65	0.50	0.50
Mountain Stronghold	L	U	2.00	1.95	1.50
Mountain Yeti	R	U	2.00	1.95	1.50
Nebuchadnezzar	D	R	10.00	8.00	7.00
Nether Void	B	R	65.00	60.00▲	50.00
Nicol Bolas	D	R	20.00	18.00	17.50
North Star	A	R	10.50	9.00	7.50
Nova Pentacle	A	R	10.00	8.00	7.50
Osai Vultures	W	C	0.50	0.50	0.45
Palladia-Mors	D	R	15.00	13.00	11.50
Part Water	U	U	2.00	1.95	1.50
Pavel Maliki	D	U	1.85	1.50	1.20
Pendelhaven	L	U	4.65	4.00	2.65
Petra Sphinx	W	R	7.50	5.00	3.50
Pit Scorpion	B	C	0.50	0.50	0.35
Pixie Queen	G	R	12.00	10.50	8.50
Planar Gate	A	R	10.00	10.00	7.00
Pradesh Gypsies	G	U	1.85	1.50	0.80
Presence of the Master	W	U	4.00	4.00	2.35
Primordial Ooze	R	U	1.95	1.50	1.50
Princess Lucrezia	D	U	2.00	1.60	1.15
Psionic Entity	U	R	8.00	5.00	4.00
Psychic Purge	U	C	1.00	0.80	0.50
Puppet Master	U	U	2.00	1.50	1.00
Pyrotechnics	R	C	1.00	0.75	0.50
Quagmire	B	U	2.50	1.75	1.50
Quarum Trench Gnomes	R	R	10.50	9.00	7.00
Rabid Wombat	G	U	3.50	1.95	1.50
Radjan Spirit	G	U	1.95	1.50	1.00
Raging Bull	R	C	0.75	0.50	0.45
Ragnar	D	R	10.00	8.00▼	5.00
Ramirez DePietro	D	U	1.85	1.60	1.25
Ramses Overdark	D	R	12.00	10.00	10.00
Rapid Fire	W	R	10.00	6.00	5.00
Rasputin Dreamweaver	D	R	10.00	10.00	7.00
Rebirth	G	R	7.50	5.00	4.00
Recall	U	R	13.00	10.00	8.00
Red Mana Battery	A	U	2.00	1.95	1.50
Reincarnation	G	U	2.45	1.50	1.50
Relic Barrier	A	U	2.00	2.00	1.65
Relic Bind	U	U	2.00	1.95	1.50
Remove Enchantments	W	C	1.00	0.50	0.50
Remove Soul	U	C	0.75	0.50	0.45
Reset	U	U	3.50	3.00	1.95
Revelation	G	R	7.00	6.00	4.60
Reverberation	U	R	10.00	6.00	6.00
Righteous Avengers	W	U	1.95	1.50	1.50
Ring of Immortals	A	R	10.00	8.00▼	5.75
Riven Turnbull	D	U	2.00	1.70	1.45
Rohgahh of Kher Keep	D	R	10.00	10.00	8.00
Rubinia Soulsinger	D	R	10.00	8.00	7.00
Rust	G	C	0.80	0.50	0.45
Sea King's Blessing	U	U	1.95	1.50	1.00
Seafarer's Quay	L	U	1.95	1.50	1.50
Seeker	W	U	1.65	1.50	1.25
Segovian Leviathan	U	U	1.95	1.50	1.00
Sentinel	A	R	9.50	6.00	4.00
Serpent Generator	A	R	8.00	5.00	5.00
Shelkin Brownie	G	C	0.50	0.50	0.45
Shield Wall	W	U	2.00	1.75	1.50
Shimian Night Stalker	B	U	2.00	1.75	1.50
Silhouette	U	U	1.95	1.50	1.00
Sir Shandlar of Eberyn	D	U	3.25	1.85	1.50
Sivitri Scarzam	D	U	1.95	1.60	1.25
Sol'kanar the Swamp King	D	R	15.00	12.00	10.50
Spectral Cloak	U	U	2.50	2.00	1.95
Spinal Villian	R	R	12.50	12.00	9.00
Spirit Link	W	U	5.00	4.00	3.15
Spirit Shackle	B	C	0.65	0.50	0.50
Spiritual Sanctuary	W	R	10.00	5.00	4.00
Stangg	D	R	9.25	6.00	6.00
Storm Seeker	G	U	5.00	4.00	2.20
Storm World	R	R	10.00	10.00	6.50
Subdue	G	C	0.50	0.50	0.45
Sunastian Falconer	D	U	2.10	2.00	1.70
Sword of the Ages	A	R	28.00	22.00▲	15.00
Sylvan Library	G	U	8.00	6.50	6.00
Sylvan Paradise	G	U	3.00	1.75	1.50
Syphon Soul	B	C	1.00	1.00	0.55
Takklemaggot	B	U	2.00	1.95	1.50
Telekinesis	U	R	10.00	8.00	5.75
Teleport	U	R	8.50	6.00	3.60
Tempest Efreet	R	R	8.50	6.00	4.00
Tetsuo Umezawa	D	R	15.00	15.00▲	11.00
The Abyss	B	R	78.00	66.00▲	56.00
The Brute	R	C	0.75	0.50	0.40
The Lady of the Mountain	D	U	1.85	1.60	1.25
The Tabernacle at Pendrell Vale	L	R	30.00	28.00	25.00
The Wretched	B	R	12.00	10.00	9.00
Thunder Spirit	W	R	25.00	20.00▲	16.75
Time Elemental	U	R	9.50	8.00	6.50
Tobias Andrion	D	U	2.00	1.50	1.00
Tolaria	L	U	2.00	2.00	1.85
Tor Wauki	D	U	2.00	2.00	1.25
Torsten Von Ursus	D	U	1.85	1.60	1.25
Touch of Darkness	B	U	1.95	1.50	1.00
Transmutation	B	C	0.50	0.50	0.25
Triassic Egg	A	R	8.00	5.00	3.75
Tuknir Deathlock	D	R	10.00	8.00	6.00
Tundra Wolves	W	C	0.90	0.50	0.50
Typhoon	G	R	10.00	6.00	5.00
Undertow	U	U	1.95	1.50	1.00
Underworld Dreams	B	U	45.00	38.00▲	25.00
Unholy Citadel	L	U	2.00	1.75	1.25
Untamed Wilds	G	U	1.85	1.50	1.25
Urborg	L	U	5.00	3.50	1.95
Ur-Drago	D	R	10.00	8.00	4.25
Vaevictis Asmadi	D	R	20.00	15.00	13.00
Vampire Bats	B	C	0.50	0.50	0.50
Venarian Gold	U	C	0.65	0.50	0.50
Visions	W	U	1.95	1.50	1.00
Voodoo Doll	A	R	8.00	5.00	3.00
Walking Dead	B	C	0.80	0.50	0.45
Wall of Caltrops	W	C	0.80	0.50	0.45
Wall of Dust	R	U	1.95	1.50	1.00
Wall of Earth	R	C	1.00	0.75	0.50
Wall of Heat	R	C	0.85	0.50	0.40
Wall of Light	W	U	1.85	1.50	1.50
Wall of Opposition	R	R	9.00	5.50	3.50
Wall of Putrid Flesh	B	U	2.00	2.00	1.55
Wall of Shadows	B	C	1.00	0.50	0.50
Wall of Tombstones	B	U	1.95	1.50	1.30
Wall of Vapor	U	C	1.00	0.65	0.45
Wall of Wonder	U	U	1.95	1.50	1.05
Whirling Dervish	G	U	3.00	2.50	1.70
White Mana Battery	A	U	2.00	1.50	1.50
Willow Satyr	G	R	10.00	9.50	5.00
Winds of Change	R	U	2.75	1.95	1.50
Winter Blast	G	R	9.00	5.50	5.00
Wolverine Pack	G	C	0.75	0.50	0.45
Wood Elemental	G	R	8.00	6.00	5.00
Xira Arien	D	R	10.00	6.00	6.00
Zephyr Falcon	U	C	0.65	0.50	0.50
Total			2167.90	1741.70	1423.15

The Dark — 119 Cards

The Dark Set	110.00	96.00	87.00
The Dark Booster Box	405.00	380.00▲	315.00
The Dark Booster Pack	10.00	9.00	8.00

CARD NAME	COL	RAR	UPR	MED	LOW
Amnesia	U	U2	2.90	2.00	1.80
Angry Mob	W	U2	1.85	1.05	0.30
Apprentice Wizard	U	U1	1.95	1.45	1.00
Ashes to Ashes	B	C3	0.45	0.25	0.25
Ball Lightning	R	U1	17.00	15.50	10.50
Banshee	B	U2	1.00	0.65▼	0.30
Barl's Cage	A	U1	2.70	1.20▼	0.45
Blood Moon	R	U1	6.00	4.00	4.00
Blood of the Martyr	W	U2	1.60	1.15▲	0.75
Bog Imp	B	C3	0.50	0.30	0.25
Bog Rats	B	C3	0.45	0.25	0.25
Bone Flute	A	U2	1.60	0.75▼	0.50
Book of Rass	A	U2	1.10	0.75▼	0.50
Brainwash	W	C3	0.50	0.30	0.25
Brothers of Fire	R	U2	1.40	0.75▼	0.50
Carnivorous Plant	G	C3	0.45	0.25	0.25
Cave People	R	U2	1.10	0.75▼	0.50
City of Shadows	L	U1	3.00	3.00	2.30
Cleansing	W	U1	2.75	1.20▼	0.80
Coal Golem	A	U2	1.00	0.50▼	0.30
Curse Artifact	B	U2	1.40	0.75▼	0.30
Dance of Many	U	U1	2.75	1.70▼	0.70
Dark Heart of the Wood	D	C3	0.50	0.30	0.25
Dark Sphere	A	U2	1.00	1.00	0.75
Deep Water	U	C3	0.35	0.25	0.25
Diabolic Machine	A	U2	1.00	0.50▼	0.30
Drowned	U	C3	0.50	0.30	0.25
Dust to Dust	W	C3	0.50	0.30	0.25
Eater of the Dead	B	U2	1.50	1.25	1.05
Electric Eel	U	U2	1.00	0.75▼	0.50
Elves of Deep Shadow	G	U2	2.40	1.75▲	1.50
Erosion	U	C3	0.45	0.25	0.25
Eternal Flame	R	U1	3.00	1.10▼	0.30
Exorcist	W	U1	4.00	3.50▲	1.50
Fasting	W	U2	1.10	0.90▼	0.50
Fellwar Stone	A	U2	2.00	1.70▲	0.95
Festival	W	C3	0.45	0.30	0.25
Fire and Brimstone	W	U2	1.35	0.65▼	0.30
Fire Drake	R	U2	1.00	0.65▼	0.30
Fissure	R	C3	0.45	0.25	0.25
Flood	U	U2	0.95	0.50▼	0.40
Fountain of Youth	A	U2	1.00	1.00	0.55
Frankenstein's Monster	B	U1	3.90	2.00▼	1.10
Gaea's Touch	G	C3	0.60	0.50▲	0.30
Ghost Ship	U	C3	0.45	0.25	0.25
Giant Shark	U	C3	0.50	0.30	0.25
Goblin Caves	R	C3	1.10	0.60▲	0.30
Goblin Digging Team	R	C3	0.55	0.30	0.25
Goblin Hero	R	C3	0.55	0.30	0.25
Goblin Rock Sled	R	C3	0.50	0.30	0.25
Goblin Shrine	R	C3	0.45	0.30	0.25
Goblin Wizard	R	U1	6.25	6.00	5.50
Goblins of the Flarg	R	C3	0.45	0.25	0.25
Grave Robbers	B	U1	2.00	0.95▼	0.50
Hidden Path	G	U1	2.40	1.20▼	0.80
Holy Light	W	C3	0.45	0.25	0.25
Inferno	R	U1	3.00	2.25▼	0.90
Inquisition	B	C3	0.35	0.25	0.25
Knights of Thorn	W	U1	3.00	2.65▼	0.85
Land Leeches	G	C3	0.50	0.30	0.25
Leviathan	U	U1	4.75	3.75▼	1.70
Living Armor	A	U2	0.95	0.50▼	0.30
Lurker	G	U1	2.65	1.70▼	0.75
Mana Clash	R	U1	2.40	1.20▼	0.45
Mana Vortex	U	U1	2.75	1.55▼	0.50
Marsh Gas	B	C3	0.50	0.30	0.25
Marsh Goblins	D	C3	0.45	0.25	0.25
Marsh Viper	G	C3	0.45	0.25	0.25
Martyr's Cry	W	U1	2.00	1.25▼	0.30
Maze of Ith	L	C1	11.75	10.50▲	9.00
Merfolk Assassin	U	U2	3.00	2.50	2.15
Mind Bomb	U	U1	2.40	1.10▼	0.45
Miracle Worker	W	C3	0.45	0.25	0.25
Morale	W	C3	0.50	0.30	0.25
Murk Dwellers	B	C3	0.50	0.30	0.25
Nameless Race	B	U1	2.50	1.10▼	0.30
Necropolis	A	U2	1.35	0.65▼	0.30
Niall Silvain	G	U1	2.65	1.45▼	0.75
Orc General	R	U2	1.20	0.65▼	0.30
People of the Woods	G	U2	1.20	0.90▼	0.30
Pikemen	W	C3	0.50	0.30	0.25
Preacher	W	U1	8.00	7.50	4.80
Psychic Allergy	U	U1	2.65	1.20▼	0.45
Rag Man	B	U1	2.55	1.20▼	0.45
Reflecting Mirror	A	U2	1.40	0.80▼	0.60
Riptide	U	C3	0.45	0.25	0.25
Runesword	A	U2	1.40	0.75▼	0.20
Safe Haven	L	U1	3.75	2.20▲	1.00
Savaen Elves	G	C3	0.45	0.25	0.25
Scarecrow	A	U2	1.50	0.75▼	0.30
Scarwood Bandits	G	U1	2.65	2.00▼	1.20
Scarwood Goblins	D	C3	0.45	0.25	0.25
Scarwood Hag	G	U2	1.10	0.75▼	0.50
Scavenger Folk	G	C3	0.50	0.30	0.25
Season of the Witch	B	U1	2.55	1.45	0.50
Sisters of the Flame	R	U2	1.00	0.50▼	0.30
Skull of Orm	A	U2	3.15	1.70▼	0.95
Sorrow's Path	L	U1	2.00	1.45	0.40
Spitting Slug	G	U2	1.10	0.75▼	0.50
Squire	W	C3	0.50	0.30	0.25
Standing Stones	A	U2	1.40	0.50▼	0.30
Stone Calendar	A	U1	4.65	4.00▲	1.50
Sunken City	U	C3	0.45	0.25	0.25
Tangle Kelp	U	U2	1.10	0.50▼	0.50
The Fallen	B	U2	1.40	0.75▼	0.30
Tivadar's Crusade	W	U2	1.40	0.50▼	0.30
Tormod's Crypt	A	U2	2.40	1.50	1.45
Tower of Coirall	A	U2	1.10	0.75▼	0.50
Tracker	G	U1	3.00	2.00	1.35
Uncle Istvan	B	U2	1.40	0.90▼	0.30
Venom	G	C3	0.45	0.25	0.25
Wand of Ith	A	U2	1.50	1.20▲	0.70
War Barge	A	U2	2.00	1.20▲	1.00
Water Wurm	U	C3	0.35	0.25	0.25
Whippoorwill	G	U2	0.95	0.50▼	0.30
Witch Hunter	W	U1	3.00	1.70▼	0.50
Word of Binding	B	C3	0.45	0.25	0.25
Worms of the Earth	B	U1	2.90	1.70▼	1.00
Wormwood Treefolk	G	U1	2.65	1.95▼	0.75
Total			219.55	150.40	94.60

Fallen Empires — 102 Cards

Fallen Empires Set	40.00	40.00▲	37.00
Fallen Empires Booster Box	100.00	99.00▲	88.00
Fallen Empires Booster Pack	2.50	2.00	2.00

CARD NAME	COL	RAR	UPR	MED	LOW
Aeolipile	A	U1	1.50	1.10	0.60
Armor Thrull #1-4	B	C1	0.25	0.25	0.25
Balm of Restoration	A	U1	1.50	1.50	1.00
Basal Thrull #1-4	B	C1	0.25	0.25	0.25
Bottomless Vault	L	U1	2.00	1.50	1.15
Brassclaw Orcs #1-4	R	C1	0.25	0.25	0.25
Breeding Pit	B	U3	2.95	2.00	1.40
Combat Medic #1-4	W	C1	0.25	0.25	0.25
Conch Horn	A	U1	1.50	1.50	1.00
Deep Spawn	U	U3	0.80	0.50	0.40
Delif's Cone	A	C1	0.25	0.25	0.25
Delif's Cube	A	U1	1.10	1.00	1.00
Derelor	B	U1	2.15	2.00	1.00
Draconian Cylix	A	U1	2.00	1.00	0.55
Dwarven Armorer	R	U1	1.05	1.00	0.50
Dwarven Catapult	R	U3	0.65	0.50	0.40
Dwarven Hold	L	U1	2.00	2.00	1.00
Dwarven Lieutenant	R	U3	0.65	0.50	0.40
Dwarven Ruins	L	U2	1.00	0.80	0.40
Dwarven Soldier #1-3	R	C1	0.25	0.25	0.25
Ebon Praetor	B	U1	2.00	2.00	0.70
Ebon Stronghold	L	U2	1.00	0.80	0.40
Elven Fortress #1-4	G	C1	0.25	0.25	0.25
Elven Lyre	A	U1	2.00	1.00	1.00
Elvish Farmer	G	U1	2.65	2.00	1.95
Elvish Hunter #1-3	G	C1	0.25	0.25	0.25
Elvish Scout #1-3	G	C1	0.25	0.25	0.25
Farrelite Priest	W	U3	0.80	0.50	0.50
Farrel's Mantle	W	U3	0.50	0.50	0.50
Farrel's Zealot #1-3	W	C1	0.25	0.25	0.25
Feral Thallid	G	U3	0.80	0.50	0.50
Fungal Bloom	G	U1	2.00	2.00	1.90
Goblin Chirurgeon #1-3	R	C1	0.25	0.25	0.25
Goblin Flotilla	R	U1	1.05	1.00	0.55
Goblin Grenade #1-3	R	C1	1.20	0.70	0.25
Goblin Kites	R	U3	0.50	0.50	0.50
Goblin War Drums #1-4	R	C1	0.50	0.25	0.25
Goblin Warrens	R	U1	2.50	1.15	1.00
Hand of Justice	W	U1	2.00	1.50	0.85
Havenwood Battleground	L	U2	1.00	0.50	0.40
Heroism	W	U3	0.50	0.50	0.50

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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High Tide #1-3	U	C1	0.50	0.25	0.25
Hollow Trees	L	U1	1.90	1.00	0.90
Homarid Shaman	U	U1	1.50	1.00	1.00
Homarid Spawning Bed	U	U3	0.80	0.50	0.50
Homarid Warrior #1-3	U	C1	0.25	0.25	0.25
Homarid #1-4	U	C1	0.25	0.25	0.25
Hymn to Tourach #1-4	B	C1	1.20	1.00	0.90
Icatian Infantry #1-4	W	C1	0.25	0.25	0.25
Icatian Javelineers #1-3	W	C1	0.25	0.25	0.25
Icatian Lieutenant	W	U1	2.00	1.00	0.55
Icatian Moneychanger #1-3	W	C1	0.25	0.25	0.25
Icatian Phalanx	W	U3	0.50	0.50	0.50
Icatian Priest	W	U3	0.70	0.50	0.50
Icatian Scout #1-4	W	U3	0.60	0.50	0.45
Icatian Skirmishers	W	U1	1.10	1.00	1.00
Icatian Store	L	U1	2.00	1.00	0.50
Icatian Town	W	U1	2.00	1.00	1.00
Implements of Sacrifice	A	U1	1.50	1.00	0.55
Initiates of the Ebon Hand #1-3	B	C1	0.25	0.25	0.25
Merseine #1-4	U	C1	0.25	0.25	0.25
Mindstab Thrull #1-3	B	C1	0.25	0.25	0.25
Necrite #1-3	B	C1	0.25	0.25	0.25
Night Soil #1-3	G	C1	0.25	0.25	0.25
Orcish Captain	R	U3	0.60	0.50	0.25
Orcish Spy #1-3	R	C1	0.25	0.25	0.25
Orcish Veteran #1-4	R	C1	0.25	0.25	0.25
Order of Leitbur #1-3	W	C1	0.75	0.25	0.25
Order of the Ebon Hand #1-3	B	C1	0.65	0.25	0.25
Orgg	R	U1	3.00	1.75	0.80
Raiding Party	R	U3	0.80	0.50	0.50
Rainbow Vale	L	U1	2.40	1.50	0.50
Ring of Renewal	A	U1	1.05	1.00	0.55
River Merfolk	U	U1	1.50	1.10	0.65
Ruins of Trokair	L	U2	1.00	0.50	0.40
Sand Silos	L	U1	1.90	1.00	0.90
Seasinger	U	U3	1.00	0.80	0.50
Soul Exchange	B	U3	0.80	0.50	0.50
Spirit Shield	A	U1	1.05	1.00	0.55
Spore Cloud #1-3	G	C1	0.25	0.25	0.25
Spore Flower	G	U3	0.50	0.50	0.50
Svyelunite Priest	U	U3	0.60	0.50	0.40
Svyelunite Temple	L	U2	1.00	0.50	0.40
Thallid Devourer	G	U3	0.65	0.50	0.40
Thallid #1-4	G	C1	0.35	0.25	0.25
Thelonite Druid	G	U3	0.80	0.50	0.50
Thelonite Monk	G	U1	2.00	1.00	0.55
Thelon's Chant	G	U3	0.50	0.50	0.40
Thelon's Curse	G	U1	1.10	1.00	1.00
Thorn Thallid #1-4	G	C1	0.25	0.25	0.25
Thrull Champion	B	U1	2.50	2.00	0.90
Thrull Retainer	B	U3	0.60	0.50	0.40
Thrull Wizard	B	U3	0.80	0.50	0.50
Tidal Flats #1-3	U	C1	0.25	0.25	0.25
Tidal Influence	U	U3	0.50	0.50	0.50
Tourach's Chant	B	U3	0.50	0.50	0.50
Tourach's Gate	B	U1	1.05	1.00	0.55
Vodalian Knights	U	U1	2.25	2.00	0.60
Vodalian Mage #1-3	U	C1	0.25	0.25	0.25
Vodalian Soldiers #1-4	U	C1	0.25	0.25	0.25
Vodalian War Machine	U	U1	1.05	1.00	0.40
Zelyon Sword	A	U1	1.50	1.00	0.40
Total			99.90	74.45	53.90

Ice Age

373 Cards

Ice Age Set	125.00	120.00	97.00
Ice Age Starter Box	160.00	135.00	115.00
Ice Age Booster Box	190.00	175.00▲	150.00
Ice Age Starter Deck	17.50	15.00▼	15.00
Ice Age Booster Pack	6.00	6.00	5.25

CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Specter	B	U	2.55	1.10	0.55
Adarkar Sentinel	A	U	1.00	0.50	0.45
Adarkar Unicorn	W	C	0.25	0.25	0.20
Adarkar Wastes	L	R	10.00	7.75	5.75
Aegis of the Meek	A	R	2.50	1.50	0.85
Aggression	R	U	1.00	1.00	0.50
Altar of Bone	D	R	2.50	1.75	0.90
Amulet of Quoz	A	R	2.15	1.50	0.90
Anarchy	R	U	2.00	1.25	0.95
Arctic Foxes	W	C	0.25	0.25	0.20
Arcum's Sleigh	A	U	0.65	0.50	0.45
Arcum's Weathervane	A	U	0.95	0.55	0.50
Arcum's Whistle	A	U	0.85	0.50	0.45
Arenson's Aura	W	C	0.25	0.25	0.20
Armor of Faith	W	C	0.25	0.25	0.20
Arnjlot's Ascent	U	C	0.25	0.25	0.20
Ashen Ghoul	B	U	1.05	0.75	0.45
Aurochs	G	C	0.25	0.25	0.15
Avalanche	R	U	1.00	0.50	0.45
Balduvian Barbarians	R	C	0.25	0.25	0.15
Balduvian Bears	G	C	0.25	0.25	0.15
Balduvian Conjurer	U	U	1.00	0.75	0.50
Balduvian Hydra	R	R	2.25	2.00	1.00
Balduvian Shaman	U	C	0.25	0.25	0.20
Barbarian Guides	R	C	0.25	0.25	0.15
Barbed Sextant	A	C	0.25	0.25	0.20
Baton of Morale	A	U	1.00	0.50	0.45
Battle Cry	W	U	1.00	0.75	0.45
Battle Frenzy	R	C	0.25	0.25	0.15
Binding Grasp	U	U	1.00	1.00	0.50
Black Scarab	W	U	0.65	0.50	0.25
Blessed Wine	W	C	0.25	0.25	0.15
Blinking Spirit	W	R	5.25	4.00	0.90
Blizzard	G	R	2.25	2.00	0.70
Blue Scarab	W	U	0.90	0.50	0.50
Bone Shaman	R	C	0.25	0.25	0.20
Brainstorm	U	C	0.60	0.35	0.20
Brand of Ill Omen	R	R	3.00	1.50	0.85
Breath of Dreams	U	U	0.95	0.55	0.50
Brine Shaman	B	C	0.25	0.25	0.20
Brown Ouphe	G	C	0.25	0.25	0.20
Brushland	L	R	7.00	6.00	4.60
Burnt Offering	B	C	0.25	0.25	0.20
Call to Arms	W	R	2.65	2.25	0.90
Caribou Range	W	R	2.15	1.75	0.85
Celestial Sword	A	R	2.65	1.50	0.85
Centaur Archer	D	U	1.00	0.50	0.45
Chaos Lord	R	R	2.00	1.75	1.00
Chaos Moon	R	R	2.25	1.50	0.85
Chromatic Armor	D	R	2.50	1.50	0.90
Chub Toad	G	C	0.25	0.25	0.20
Circle of Protection: Black	W	C	0.25	0.25	0.20
Circle of Protection: Blue	W	C	0.25	0.25	0.20
Circle of Protection: Green	W	C	0.25	0.25	0.20
Circle of Protection: Red	W	C	0.25	0.25	0.20
Circle of Protection: White	W	C	0.25	0.25	0.20
Clairvoyance	U	C	0.25	0.25	0.20
Cloak of Confusion	B	C	0.25	0.25	0.15
Cold Snap	W	U	0.65	0.50	0.25
Conquer	R	U	1.00	0.50	0.25
Cooperation	W	C	0.25	0.25	0.20
Counterspell	U	C	1.50	1.10	0.35
Crown of the Ages	A	R	3.00	2.50	1.50
Curse of Marit Lage	R	R	2.15	1.50	0.85
Dance of the Dead	B	U	1.25	1.00	0.80
Dark Banishing	B	C	0.25	0.25	0.20
Dark Ritual	B	C	0.40	0.30	0.20
Death Ward	W	C	0.25	0.25	0.15
Deflection	U	R	5.00	4.50	3.00
Demonic Consultation	B	U	1.05	0.80	0.50
Despotic Scepter	A	R	2.90	2.50	0.65
Diabolic Vision	D	U	1.00	0.60	0.50
Dire Wolves	G	C	0.25	0.25	0.20
Disenchant	W	C	0.25	0.25	0.25
Dread Wight	B	R	2.15	1.50	0.85
Dreams of the Dead	U	U	1.00	0.50	0.45
Drift of the Dead	B	U	1.00	0.75	0.50
Drought	W	U	1.00	0.75	0.45
Dwarven Armory	R	R	2.65	1.50	0.85
Earthlink	D	R	2.65	1.50	0.80
Earthlore	G	C	0.25	0.25	0.15
Elder Druid	G	R	3.00	2.00	0.85
Elemental Augury	D	R	2.15	1.75	0.90
Elkin Bottle	A	R	2.30	2.00	0.80
Elvish Healer	W	C	0.25	0.25	0.20
Enduring Renewal	W	R	8.25	6.00	5.75
Energy Storm	W	R	2.15	2.00	0.80
Enervate	U	C	0.25	0.25	0.15
Errant Minion	U	C	0.25	0.25	0.20
Errantry	R	C	0.25	0.25	0.15
Essence Filter	G	C	0.25	0.25	0.15
Essence Flare	U	C	0.25	0.25	0.15
Essence Vortex	D	U	1.00	0.50	0.45
Fanatical Fever	G	U	1.00	0.75	0.50
Fear	B	C	0.25	0.25	0.15
Fiery Justice	D	R	2.15	1.50	0.80
Fire Covenant	D	U	1.00	0.75	0.45
Flame Spirit	R	U	1.00	0.75	0.30
Flare	R	C	0.25	0.25	0.15
Flooded Woodlands	D	R	2.15	1.50	0.95
Flow of Maggots	B	R	2.15	1.75	0.80
Folk of the Pines	G	C	0.25	0.25	0.20
Forbidden Lore	G	R	2.65	1.75	0.80
Force Void	U	U	1.00	0.50	0.45
Forest (3 versions)	L	C	0.25	0.25	0.10
Forgotten Lore	G	U	1.00	0.50	0.45
Formation	W	R	2.55	1.50	0.85
Foul Familiar	B	C	0.25	0.25	0.15
Foxfire	G	C	0.25	0.25	0.15
Freyalise Supplicant	G	U	1.00	0.50	0.45
Freyalise's Charm	G	U	1.00	0.50	0.45
Freyalise's Winds	G	R	2.15	1.50	0.85
Fumarole	D	U	1.00	0.50	0.25
Fylgja	W	C	0.25	0.25	0.20
Fyndhorn Bow	A	U	1.00	0.75	0.50
Fyndhorn Brownie	G	C	0.25	0.25	0.15
Fyndhorn Elder	G	U	1.00	1.00	0.45
Fyndhorn Elves	G	C	1.00	0.40	0.25
Fyndhorn Pollen	G	R	2.00	1.75	0.80
Game of Chaos	R	R	2.15	1.55	1.00
Gangrenous Zombies	B	C	0.25	0.25	0.20
Gaze of Pain	B	C	0.25	0.25	0.15
General Jarkeld	W	R	2.15	2.00	0.80
Ghostly Flame	D	R	3.00	2.10	1.65
Giant Growth	G	C	0.30	0.25	0.15
Giant Trap Door Spider	D	U	1.00	0.50	0.45
Glacial Chasm	L	U	1.00	0.50	0.50
Glacial Crevasses	R	R	2.55	2.00	0.85
Glacial Wall	U	U	1.20	1.00	0.35
Glaciers	D	R	2.50	1.50	0.80
Goblin Lyre	A	R	2.65	1.50	0.80
Goblin Mutant	R	U	1.00	0.75	0.25
Goblin Sappers	R	C	0.25	0.25	0.15
Goblin Ski Patrol	R	C	0.25	0.25	0.20
Goblin Snowman	R	U	1.00	0.50	0.25
Gorilla Pack	G	C	0.25	0.25	0.20
Gravebind	B	R	2.15	1.50	0.80
Green Scarab	W	U	0.65	0.50	0.25
Grizzled Wolverine	R	C	0.25	0.25	0.15
Hallowed Ground	W	U	1.00	0.50	0.45
Halls of Mist	L	R	2.50	1.50	0.80
Heal	W	C	0.25	0.25	0.15
Hecatomb	B	R	4.00	3.25	1.75
Hematite Talisman	A	U	1.00	0.75	0.50
Hipparion	W	U	1.00	0.50	0.45
Hoar Shade	B	C	0.25	0.25	0.20
Hot Springs	G	R	2.50	1.50	0.80
Howl from Beyond	B	C	0.25	0.25	0.15
Hurricane	G	U	1.05	0.90	0.45
Hyalopterous Lemure	B	U	1.00	0.50	0.45
Hydroblast	U	C	0.40	0.25	0.20
Hymn of Rebirth	D	U	1.00	0.55	0.50
Ice Cauldron	A	R	2.50	1.50	0.80
Ice Floe	L	U	1.00	0.75	0.45
Iceberg	U	U	1.00	0.50	0.45
Icequake	B	U	1.30	1.00	0.80
Icy Manipulator	A	U	5.00	5.00	4.05
Icy Prison	U	R	2.50	1.00	0.80
Illusionary Forces	U	C	0.25	0.25	0.20
Illusionary Presence	U	R	2.15	1.50	0.80
Illusionary Terrain	U	U	1.00	0.50	0.45
Illusionary Wall	U	C	0.30	0.25	0.20
Illusions of Grandeur	U	R	8.00	6.00	5.00
Imposing Visage	R	C	0.25	0.25	0.15
Incinerate	R	C	0.90	0.45	0.25
Infernal Darkness	B	R	2.65	2.00	0.80
Infernal Denizen	B	R	2.65	2.25	0.80
Infinite Hourglass	A	R	2.15	1.50	0.90
Infuse	U	C	0.25	0.25	0.20
Island (3 versions)	L	C	0.25	0.25	0.10
Jester's Cap	A	R	9.00	8.00	6.75
Jester's Mask	A	R	6.00	3.50	3.00
Jeweled Amulet	A	U	1.00	0.75	0.50
Johtull Wurm	G	U	1.00	0.75	0.45
Jokulhaups	R	R	6.00	5.00	3.00
Juniper Order Druid	G	C	0.25	0.25	0.20
Justice	W	U	1.00	0.90	0.45
Karplusan Forest	L	R	8.00	7.75	4.90
Karplusan Giant	R	U	1.00	0.75	0.45
Karplusan Yeti	R	R	2.50	2.25	0.80
Kelsinko Ranger	W	C	0.25	0.25	0.15
Kjeldoran Dead	B	C	0.25	0.25	0.20
Kjeldoran Elite Guard	W	U	1.00	0.50	0.45
Kjeldoran Frostbeast	D	U	1.00	0.50	0.45
Kjeldoran Guard	W	C	0.25	0.25	0.15
Kjeldoran Knight	W	R	2.65	2.25	0.95
Kjeldoran Phalanx	W	R	2.15	2.00	0.80
Kjeldoran Royal Guard	W	R	2.65	2.00	0.85
Kjeldoran Skycaptain	W	U	1.00	0.75	0.45
Kjeldoran Skyknight	W	C	0.25	0.25	0.20
Kjeldoran Warrior	W	C	0.25	0.25	0.20
Knight of Stromgald	B	U	1.00	1.00	0.45
Krovikan Elementalist	B	U	1.00	0.50	0.25
Krovikan Fetish	B	C	0.25	0.25	0.20
Krovikan Sorcerer	U	C	0.25	0.25	0.15
Krovikan Vampire	B	U	1.85	1.10	1.00
Land Cap	L	R	2.15	1.50	0.85
Lapis Lazuli Talisman	A	U	0.65	0.50	0.25
Lava Burst	R	C	0.45	0.30	0.25
Lava Tubes	L	R	2.15	1.50	0.80
Legions of Lim-Dul	B	C	0.25	0.25	0.20
Leshrac's Rite	B	U	1.00	0.75	0.50
Leshrac's Sigil	B	U	1.00	0.75	0.50
Lhurgoyf	G	R	5.50	4.00	3.65
Lightning Blow	W	R	2.50	2.00	0.65
Lim-Dul's Cohort	B	C	0.25	0.25	0.15
Lim-Dul's Hex	B	U	1.00	0.50	0.45
Lost Order of Jarkeld	W	R	2.50	2.00	0.90
Lure	G	U	1.00	0.50	0.25
Maddening Wind	G	U	1.00	0.50	0.45
Magus of the Unseen	U	R	2.65	2.25	0.85
Malachite Talisman	A	U	1.00	0.50	0.25
Marton Stromgald	R	R	3.25	3.00	1.40
Melee	R	U	1.00	0.50	0.45
Melting	R	U	1.00	0.50	0.45
Mercenaries	W	R	2.50	1.50	0.85
Merieke Ri Berit	D	R	2.65	1.75	0.95
Mesmeric Trance	U	R	2.15	1.50	0.80
Meteor Shower	R	C	0.25	0.25	0.25
Mind Ravel	B	C	0.25	0.25	0.20
Mind Warp	B	U	1.00	0.75	0.45
Mind Whip	B	R	2.50	2.00	0.70
Minion of Leshrac	B	R	3.55	3.00	3.00
Minion of Tevesh Szat	B	R	3.15	2.50	0.85
Mistfolk	U	C	0.25	0.25	0.20
Mole Worms	B	U	1.00	0.50	0.25
Monsoon	D	R	2.15	1.50	0.90
Moor Fiend	B	C	0.25	0.25	0.20
Mountain (3 versions)	L	C	0.25	0.25	0.10
Mountain Goat	R	C	0.25	0.25	0.15
Mountain Titan	D	R	2.15	1.50	0.85
Mudslide	R	R	2.15	1.50	0.95
Musician	U	R	2.00	1.50	0.80
Mystic Might	U	R	2.15	1.50	0.80
Mystic Remora	U	C	0.25	0.25	0.20
Nacre Talisman	A	U	0.65	0.50	0.25
Naked Singularity	A	R	3.00	2.00	0.90
Nature's Lore	G	U	1.00	0.50	0.25
Necropotence	B	R	6.75	6.00	5.50
Norritt	B	C	0.25	0.25	0.20
Oath of Lim-Dul	B	R	2.65	1.50	0.95
Onyx Talisman	A	U	1.00	0.50	0.25
Orcish Cannoneers	R	U	1.00	0.75	0.50
Orcish Conscripts	R	C	0.25	0.25	0.15
Orcish Farmer	R	C	0.25	0.25	0.15
Orcish Healer	R	U	1.00	0.50	0.45
Orcish Librarian	R	R	2.65	1.50	0.80
Orcish Lumberjack	R	C	0.35	0.25	0.20
Orcish Squatters	R	R	3.00	2.25	0.85
Order of the Sacred Torch	W	R	3.00	3.00	0.85
Order of the White Shield	W	U	1.05	0.75	0.45
Pale Bears	G	R	2.30	1.50	0.90
Panic	R	C	0.25	0.25	0.20
Pentagram of the Ages	A	R	2.65	2.00	0.90
Pestilence Rats	B	C	0.25	0.25	0.20
Phantasmal Mount	U	U	1.00	0.50	0.25
Pit Trap	A	U	1.00	0.50	0.45
Plains (3 versions)	L	C	0.25	0.25	0.10
Polar Kraken	U	R	6.00	5.00	4.25
Portent	U	C	0.25	0.25	0.15
Power Sink	U	C	0.25	0.25	0.20
Pox	B	R	3.90	3.00	1.95
Prismatic Ward	W	C	0.25	0.25	0.20
Pygmy Allosaurus	G	R	2.50	1.75	0.80
Pyknite	G	C	0.25	0.25	0.15
Pyroblast	R	C	0.60	0.30	0.20
Pyroclasm	R	U	1.40	0.80	0.50
Rally	W	C	0.25	0.25	0.20
Ray of Command	U	C	0.25	0.25	0.20
Ray of Erasure	U	C	0.25	0.25	0.20
Reality Twist	U	R	2.15	1.50	0.95
Reclamation	D	R	2.80	2.00	0.85
Red Scarab	W	U	0.90	0.50	0.50
Regeneration	G	C	0.25	0.25	0.20
Rime Dryad	G	C	0.25	0.25	0.20
Ritual of Subdual	G	R	2.50	1.75	0.85
River Delta	L	R	2.50	1.50	0.80
Runed Arch	A	R	2.15	1.50	0.80
Sabretooth Tiger	R	C	0.25	0.25	0.20
Sacred Boon	W	U	1.00	0.65	0.45
Scaled Wurm	G	C	0.25	0.25	0.25
Sea Spirit	U	U	1.00	0.50	0.45
Seizures	B	C	0.25	0.25	0.20
Seraph	W	R	7.25	5.00	3.20
Shambling Strider	G	C	0.25	0.25	0.20
Shatter	R	C	0.25	0.25	0.20
Shield Bearer	W	C	0.25	0.25	0.15
Shield of the Ages	A	U	1.00	0.50	0.45
Shyft	U	R	2.15	2.00	0.80
Sibilant Spirit	U	R	4.00	2.75	0.85
Silver Erne	U	U	1.00	0.50	0.45
Skeleton Ship	D	R	2.90	2.00	1.10
Skull Catapult	A	U	1.00	0.75	0.50
Sleight of Mind	U	U	1.00	0.75	0.45
Snow Devil	U	C	0.25	0.25	0.15
Snow Fortress	A	R	2.90	2.00	0.65
Snow Hound	W	U	1.00	0.50	0.45
Snowblind	G	R	3.00	1.50	0.30
Snow-Covered Forest	L	C	0.35	0.25	0.25
Snow-Covered Island	L	C	0.35	0.25	0.25
Snow-Covered Mountain	L	C	0.35	0.25	0.25
Snow-Covered Plains	L	C	0.35	0.25	0.25
Snow-Covered Swamp	L	C	0.65	0.25	0.25
Snowfall	U	C	0.25	0.25	0.20
Soldevi Golem	A	R	2.90	2.00	0.65
Soldevi Machinist	U	U	1.00	0.50	0.45
Soldevi Simulacrum	A	U	1.00	0.50	0.45
Songs of the Damned	B	C	0.25	0.25	0.20
Soul Barrier	U	U	1.00	0.50	0.45
Soul Burn	B	C	0.25	0.25	0.20
Soul Kiss	B	C	0.25	0.25	0.15
Spectral Shield	D	U	1.00	0.50	0.45
Spoils of Evil	B	R	2.65	1.50	0.90
Spoils of War	B	R	2.15	1.50	0.90
Staff of the Ages	A	R	2.00	1.50	0.80
Stampede	G	R	2.80	2.25	0.85
Stench of Evil	B	U	1.00	0.55	0.50
Stone Rain	R	C	0.25	0.25	0.20
Stone Spirit	R	U	1.00	0.75	0.50
Stonehands	R	C	0.25	0.25	0.15
Storm Spirit	D	R	2.25	2.00	0.90
Stormbind	D	R	3.50	3.00	3.00
Stromgald Cabal	B	R	2.65	2.25	0.95
Stunted Growth	G	R	3.00	2.50	0.65
Sulfurous Springs	L	R	8.00	7.25	5.00
Sunstone	A	U	1.00	0.50	0.45
Swamps (3 versions)	L	C	0.25	0.25	0.10
Swords to Plowshares	W	U	3.15	2.20	1.15
Tarpan	G	C	0.25	0.25	0.25
Thermokarst	G	U	1.30	1.10	0.60
Thoughtleech	G	U	1.00	0.75	0.50
Thunder Wall	U	U	1.00	0.50	0.45
Timberline Ridge	L	R	2.65	1.50	0.80
Time Bomb	A	R	3.00	2.00	0.90
Tinder Wall	G	C	0.25	0.25	0.20
Tor Giant	R	C	0.25	0.25	0.20
Total War	R	R	2.15	1.50	0.90
Touch of Death	B	C	0.25	0.25	0.15
Touch of Vitae	G	U	1.00	0.65	0.45
Trailblazer	G	R	2.65	1.75	0.85
Underground River	L	R	8.00	7.75	6.25
Updraft	U	U	1.00	0.50	0.45
Urza's Bauble	A	U	1.00	0.55	0.50
Veldt	L	R	2.50	1.50	0.80
Venomous Breath	G	U	1.00	0.50	0.45
Vertigo	R	U	1.00	0.75	0.25
Vexing Arcanix	A	R	3.00	2.50	1.10
Vibrating Sphere	A	R	2.50	1.50	0.85
Walking Wall	A	U	1.00	0.50	0.45
Wall of Lava	R	U	0.65	0.50	0.25
Wall of Pine Needles	G	U	0.65	0.50	0.45

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Wall of Shields	A	U	0.65	0.50	0.45
War Chariot	A	U	1.00	0.50	0.45
Warning	W	C	0.25	0.25	0.20
Whalebone Glider	A	U	1.00	0.75	0.50
White Scarab	W	U	0.65	0.50	0.25
Whiteout	G	U	1.00	0.75	0.45
Wiitigo	G	R	3.00	2.00	0.45
Wild Growth	G	C	0.25	0.25	0.20
Wind Spirit	U	U	1.00	0.75	0.45
Wings of Aesthir	D	U	1.00	1.00	0.25
Winter's Chill	U	R	2.55	1.50	0.45
Withering Wisps	B	U	1.00	0.75	0.45
Woolly Mammoths	G	C	0.25	0.25	0.15
Woolly Spider	G	C	0.25	0.25	0.20
Word of Blasting	R	U	1.00	0.50	0.25
Word of Undoing	U	C	0.25	0.25	0.15
Wrath of Marit Lage	U	R	2.65	1.50	0.90
Yavimaya Gnats	G	U	1.00	0.75	0.45
Zuran Enchanter	U	C	0.60	0.30▼	0.20
Zuran Orb	A	U	3.65	3.00▲	0.90
Zuran Spellcaster	U	C	3.05	0.40	0.25
Zur's Weirding	U	R	3.90	2.50	1.25
Total			551.65	405.35	247.95

Chronicles

125 Cards

Chronicles Set	64.00	59.00	52.00
Chronicles Booster Box	205.00	190.00▲	150.00
Chronicles Booster Pack	6.75	6.00▲	5.25

CARD NAME	COL	RAR	UPR	MED	LOW
Abu Jafar	W	U3	1.10	1.00	0.90
Active Volcano	R	C3	0.25	0.25	0.25
Akron Legionnaire	W	U1	1.95	1.20▼	0.50
Aladdin	R	U1	1.95	1.20▼	0.50
Angelic Voices	W	U1	2.00	2.00	1.20
Arcades Sabboth	D	U1	4.00	3.50▼	2.90
Arena of the Ancients	A	U1	1.95	1.20▼	0.45
Argothian Pixies	G	C3	0.25	0.25	0.25
Ashnod's Altar	A	C2	0.30	0.25	0.25
Ashnod's Transmogrant	A	C2	0.25	0.25	0.25
Axelrod Gunnarson	D	U1	1.95	1.20▼	0.50
Ayesha Tanaka	D	U1	1.95	1.20▼	0.65
Azure Drake	U	U3	1.00	0.65▼	0.30
Banshee	B	U3	0.95	0.50	0.30
Barl's Cage	A	U1	2.00	1.20▼	0.50
Beasts of Bogardan	R	U3	1.00	0.50	0.30
Blood Moon	R	U1	4.00	3.00▲	1.90
Blood of the Martyr	W	U3	1.00	0.65▼	0.50
Bog Rats	B	C3	0.25	0.25	0.25
Book of Rass	A	U1	1.35	1.00	0.30
Boomerang	U	C3	0.25	0.25	0.25
Bronze Horse	A	U1	1.95	1.20▼	0.45
Cat Warriors	G	C3	0.25	0.25	0.25
Chromium	D	U1	5.00	4.00▼	2.90
City of Brass	L	U1	7.25	6.50▼	6.00
Cocoon	G	U3	1.00	0.50	0.30
Concordant Crossroads	G	U1	4.00	4.00▲	2.10
Craw Giant	G	U3	1.00	0.75▼	0.30
Cuombajj Witches	B	C3	0.25	0.25	0.25
Cyclone	G	U1	1.75	1.00▼	0.25
Dakkon Blackblade	D	U1	5.00	4.00	3.50
Dance of Many	U	U1	2.50	2.00	2.00
Dandan	U	C3	0.25	0.25	0.25
D'Avenant Archer	W	C3	0.25	0.25	0.25
Divine Offering	W	C3	0.25	0.25	0.25
Emerald Dragonfly	G	C3	0.25	0.25	0.25
Enchantment Alteration	U	U3	1.00	0.50	0.30
Erhnam Djinn	G	U3	4.00	2.50▼	1.00
Fallen Angel	B	U3	3.75	1.95	0.75
Feldon's Cane	A	C2	1.40	0.95	0.45
Fire Drake	R	U3	1.00	0.65▼	0.30
Fishliver Oil	U	C3	0.25	0.25	0.25
Flash Flood	U	C3	0.25	0.25	0.25
Fountain of Youth	A	C2	0.50	0.40	0.25
Gabriel Angelfire	D	U1	2.00	1.70▼	1.00
Gauntlets of Chaos	A	U1	2.00	1.20▼	0.45
Ghazban Ogre	G	C3	0.30	0.25	0.25
Giant Slug	B	C3	0.25	0.25	0.25
Goblin Artisans	R	U3	1.00	0.75▼	0.50
Goblin Digging Team	R	C3	0.25	0.25	0.25
Goblin Shrine	R	C3	0.30	0.25	0.25
Goblins of the Flarg	R	C3	0.25	0.25	0.25
Hasran Ogress	B	C3	0.25	0.25	0.25
Hell's Caretaker	B	U1	4.65	3.00	2.50
Horn of Deafening	A	U1	1.85	1.00	0.60
Indestructible Aura	W	C3	0.25	0.25	0.25
Ivory Guardians	W	U3	1.00	0.75▼	0.50
Jalum Tome	A	U1	1.70	1.20▼	0.45
Jeweled Bird	A	U1	2.00	1.55▲	0.50
Johan	D	U1	2.75	1.35▼	0.85
Juxtapose	U	U1	1.95	1.45	0.45
Keepers of the Faith	W	C3	0.25	0.25	0.25
Kei Takahashi	D	C1	0.30	0.25	0.25
Land's Edge	R	U1	2.50	2.00	0.65
Living Armor	A	C2	0.25	0.25	0.25
Marhault Elsdragon	D	C1	0.30	0.25	0.25
Metamorphosis	G	C3	0.25	0.25	0.25
Mountain Yeti	R	C3	0.25	0.25	0.25
Nebuchadnezzar	D	U1	3.00	2.50▲	0.75
Nicol Bolas	D	U1	6.00	5.25▲	4.75
Obelisk of Undoing	A	U1	2.00	2.00	0.25
Palladia-Mors	D	U1	5.00	4.25▲	2.35
Petra Sphinx	W	U1	2.00	1.70▼	0.50
Primordial Ooze	R	U3	1.00	0.50	0.30
Puppet Master	U	U3	1.00	0.50	0.30
Rabid Wombat	G	U3	1.10	1.00	0.50
Rakalite	A	U1	1.25	1.00	0.25
Recall	U	U3	2.00	1.45▲	0.35
Remove Soul	U	C3	0.25	0.25	0.25
Repentant Blacksmith	W	C3	0.25	0.25	0.25
Revelation	G	U1	1.95	1.20▼	0.45
Rubinia Soulsinger	D	U1	2.00	1.50▼	0.50
Runesword	A	C2	0.25	0.25	0.25
Safe Haven	L	U1	2.00	1.35▼	0.35
Scavenger Folk	G	C3	0.40	0.25	0.25
Sentinel	A	U1	2.00	1.35▼	0.35
Serpent Generator	A	U1	3.00	2.00	1.15
Shield Wall	W	U3	1.00	0.50	0.30
Shimian Nightstalker	B	U3	0.70	0.50	0.30
Sivitri Scarzam	D	C1	0.35	0.25	0.25
Sol'Kanar the Swamp King	D	U1	3.75	2.75▼	1.00
Stangg	D	U1	1.95	1.20▼	0.45
Storm Seeker	G	U3	2.00	1.55▲	0.40
Takklemaggot	U	U3	1.00	0.65▼	0.35
Teleport	U	U1	2.00	1.35▼	0.25
The Fallen	B	U3	1.00	0.50	0.30
The Wretched	B	U1	3.00	2.00▼	1.35
Tobias Andrion	D	C1	0.30	0.25	0.25
Tor Wauki	D	C1	0.30	0.25	0.25
Tormod's Crypt	A	C2	0.90	0.40	0.25
Transmutation	B	C3	0.25	0.25	0.25
Triassic Egg	A	U1	1.85	1.00	0.45
Urza's Mine, claw sphere	L	C1	0.50	0.30	0.25
Urza's Mine, mouth	L	C1	0.40	0.25	0.25
Urza's Mine, pulley	L	C1	0.40	0.25	0.25
Urza's Mine, tower	L	C1	0.40	0.25	0.25
Urza's Powerplant, bug	L	C1	0.50	0.30	0.25
Urza's Powerplant, column	L	C1	0.40	0.25	0.25
Urza's Powerplant, rock in pot	L	C1	0.40	0.25	0.25
Urza's Powerplant, sphere	L	C1	0.40	0.25	0.25
Urza's Tower, forest	L	C1	0.50	0.35	0.25
Urza's Tower, mountains	L	C1	0.40	0.25	0.25
Urza's Tower, plains	L	C1	0.40	0.25	0.25
Urza's Tower, shore	L	C1	0.40	0.25	0.25
Vaevictis Asmadi	D	U1	5.00	4.00▲	2.65
Voodoo Doll	A	U1	1.35	1.00	0.45
Wall of Heat	R	C3	0.30	0.25	0.25
Wall of Opposition	R	U3	1.00	0.50	0.30
Wall of Shadows	B	C3	0.35	0.25	0.25
Wall of Vapor	U	C3	0.30	0.25	0.25
Wall of Wonder	U	U3	1.10	0.75▼	0.45
War Elephant	W	C3	0.25	0.25	0.25
Witch Hunter	W	U3	1.00	1.00	0.30
Xira Arien	D	U1	1.95	1.20▼	0.50
Yawgmoth Demon	B	U1	2.00	1.20▼	0.50
Total			176.15	129.40	77.40

115 Cards

Homelands Set	45.00	45.00▲	40.00
Homelands Booster Box	94.00	89.00	85.00
Homelands Booster Pack	2.50	2.25	2.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abbey Gargoyles	W	U3	1.00	0.50	0.30
Abbey Matron #1 & #2	W	C2	0.25	0.25	0.25
Aether Storm	U	U3	1.00	0.50	0.25
Aliban's Tower #1 & #2	R	C2	0.25	0.25	0.20
Ambush	R	C1	0.25	0.25	0.25
Ambush Party #1 & #2	R	C2	0.25	0.25	0.25
An-Havva Constable	G	U1	1.65	1.10▲	0.25
An-Havva Inn	G	U3	0.95	0.50	0.25
An-Havva Township	L	U3	0.95	0.50	0.30
An-Zerrin Ruins	R	U1	1.80	1.00	0.50
Anaba Ancestor	R	U1	1.40	1.00	0.90
Anaba Bodyguard #1 & #2	R	C2	0.25	0.25	0.20
Anaba Shaman #1 & #2	R	C2	0.25	0.25	0.25
Anaba Spirit Crafter	R	U1	2.00	1.10▲	0.30
Apocalypse Chime	A	U1	1.60	1.00	0.30
Autumn Willow	G	U1	5.00	3.50▼	0.75
Aysen Abbey	L	U3	0.95	0.50	0.30
Aysen Bureaucrats #1 & #2	W	C2	0.25	0.25	0.20
Aysen Crusader	W	U1	3.00	1.75▲	1.00
Aysen Highway	W	U1	2.00	1.10▲	0.30
Baki's Curse	U	U1	1.80	1.10▲	0.30
Baron Sengir	B	U1	9.00	8.00▲	6.00
Beast Walkers	W	U1	1.45	1.10▲	0.90
Black Carriage	B	U1	1.90	1.10▲	0.30
Broken Visage	B	U1	1.60	1.00	0.30
Carapace #1 & #2	G	C2	0.25	0.25	0.25
Castle Sengir	L	U3	1.00	0.50	0.35
Cemetery Gate #1 & #2	B	C2	0.25	0.25	0.25
Chain Stasis	U	U1	1.90	1.10▲	0.30
Chandler	R	C1	0.30	0.25	0.25
Clockwork Gnomes	A	C1	0.25	0.25	0.25
Clockwork Steed	A	C1	0.25	0.25	0.20
Clockwork Swarm	A	C1	0.25	0.25	0.20
Coral Reef	U	C1	0.25	0.25	0.20
Dark Maze #1 & #2	U	C2	0.25	0.25	0.20
Daughter of Autumn	G	U1	1.40	1.00	0.30
Death Speakers	W	U3	0.70	0.50	0.30
Didgeridoo	A	U1	2.20	1.50▲	0.50
Drudge Spell	B	U3	0.70	0.50	0.30
Dry Spell #1 & #2	B	C2	0.25	0.25	0.20
Dwarven Pony	R	U1	1.25	1.00	0.25
Dwarven Sea Clan	R	U1	1.15	1.00	0.30
Dwarven Trader #1 & #2	R	C2	0.25	0.25	0.25
Ebony Rhino	A	C1	0.25	0.25	0.20
Eron the Relentless	R	U3	1.00	1.00	0.40
Evaporate	R	U3	0.80	0.50	0.50
Faerie Noble	G	U1	1.90	1.10▲	0.50
Feast of the Unicorn #1 & #2	B	C2	0.25	0.25	0.25
Feroz's Ban	A	U1	1.95	1.10▲	0.30
Folk of An-Havva #1 & #2	G	C2	0.25	0.25	0.20
Forget	U	U1	1.40	1.00	0.45
Funeral March	B	C1	0.25	0.25	0.20
Ghost Hounds	B	U3	0.50	0.50	0.30
Giant Albatross #1 & #2	U	C2	0.25	0.25	0.25
Giant Oyster	U	U3	0.90	0.50	0.40
Grandmother Sengir	B	U1	2.40	1.60▲	0.60
Greater Werewolf	B	C1	0.25	0.25	0.20
Hazduhr the Abbot	W	U1	1.25	1.00	0.30
Headstone	B	C1	0.25	0.25	0.20
Heart Wolf	R	U1	1.25	1.00	0.30
Hungry Mist #1 & #2	G	C2	0.25	0.25	0.20
Ihsan's Shade	B	U3	1.15	1.00	0.60
Irini Sengir	B	U3	1.00	0.50	0.30
Ironclaw Curse	R	U1	1.15	1.00	0.30
Jinx	U	C1	0.25	0.25	0.20
Joven	R	C1	0.25	0.25	0.25
Joven's Ferrets	G	C1	0.25	0.25	0.20
Joven's Tools	A	U3	1.00	0.75▼	0.50
Koskun Falls	B	U1	1.25	1.00	0.30
Koskun Keep	L	U3	0.95	0.55	0.30
Labyrinth Minotaur #1 & #2	U	C2	0.25	0.25	0.20
Leaping Lizard	G	C1	0.25	0.25	0.20
Leeches	W	U1	1.20	1.00	0.25
Mammoth Harness	G	U1	1.25	1.00	0.25
Marjhan	U	U1	1.95	1.10▲	0.35
Memory Lapse #1 & #2	U	C2	0.25	0.25	0.25
Merchant Scroll	U	C1	1.45	1.25▲	0.25
Mesa Falcon #1 & #2	W	C2	0.25	0.25	0.25
Mystic Decree	U	U1	3.00	2.50▲	0.40
Narwhal	U	U1	1.95	1.10▲	0.30
Orcish Mine	R	U3	0.70	0.50	0.30
Primal Order	G	U1	3.00	2.00	0.45
Prophecy	W	C1	0.25	0.25	0.20
Rashka the Slayer	W	U3	0.80	0.50	0.30
Reef Pirates #1 & #2	U	C2	0.25	0.25	0.25
Renewal	G	C1	0.25	0.25	0.20
Retribution	R	U3	0.60	0.50	0.30
Reveka, Wizard Savant	U	U1	2.00	1.10▲	0.40
Root Spider	G	U3	0.60	0.50	0.30
Roots	G	U3	0.75	0.50	0.50
Roterothopter	A	C1	0.25	0.25	0.25
Rysorian Badger	G	U1	1.45	1.10▲	0.90
Samite Alchemist #1 & #2	W	C2	0.25	0.25	0.20
Sea Sprite	U	U3	0.50	0.50	0.30
Sea Troll	U	U3	0.80	0.50	0.50
Sengir Autocrat	B	U1	2.95	2.40▲	0.95
Sengir Bats #1 & #2	B	C2	0.25	0.25	0.25
Serra Aviary	W	U1	2.50	2.00	0.75
Serra Bestiary	W	C1	0.25	0.25	0.20
Serra Inquisitors	W	U3	0.65	0.50	0.50
Serra Paladin	W	C1	0.25	0.25	0.20
Serrated Arrows	A	C1	1.00	0.55▲	0.25
Shrink #1 & #2	G	C2	0.25	0.25	0.25
Soraya the Falconer	W	U1	2.00	1.60▲	0.45
Spectral Bears	G	U3	0.50	0.50	0.25
Timmerian Fiends	B	U1	1.15	1.00	0.45
Torture #1 & #2	B	C2	0.25	0.25	0.20
Trade Caravan #1 & #2	W	C2	0.25	0.25	0.20
Truce	W	U1	1.90	1.10▲	0.30
Veldrane of Sengir	B	U1	2.00	1.00	0.25
Wall of Kelp	U	U1	1.25	1.00	0.60
Willow Faerie #1 & #2	G	C2	0.25	0.25	0.25
Willow Priestess	G	U1	2.90	2.00	0.70
Winter Sky	R	U1	1.25	1.00▲	0.25
Wizards' School	L	U3	1.00	0.55	0.35
Total			123.30	89.40	44.30

144 Cards

Alliances Set	95.00	83.00▲	69.00
Alliances Booster Box	210.00	195.00	155.00
Alliances Booster Pack	6.00	5.75	4.90

CARD NAME	COL	RAR	UPR	MED	LOW
Aesthir Glider #1 & #2	A	C1	0.30	0.25	0.25
Agent of Stromgald #1 & #2	R	C1	0.25	0.25	0.25
Arcane Denial #1 & #2	U	C1	1.35	1.00	0.80
Ashnod's Cylix	A	R2	2.70	1.75	0.85
Astrolabe #1 & #2	A	C1	0.25	0.25	0.25
Awesome Presence #1 & #2	U	C1	0.25	0.25	0.25
Balduvian Dead	B	U2	1.00	1.00	0.50
Balduvian Horde	R	R2	8.00	6.00	4.25
Balduvian Trading Post	L	R2	3.00	2.00	2.00
Balduvian War-Makers #1 & #2	R	C1	0.25	0.25	0.25
Benthic Explorers #1 & #2	U	C1	0.25	0.25	0.25
Bestial Fury #1 & #2	R	C1/C2	0.25	0.25	0.25
Bounty of the Hunt	G	U2	1.25	1.00	0.90
Browse	U	U2	1.00	0.90	0.50
Burnout	R	U2	1.00	0.75	0.50
Carrier Pigeons #1 & #2	W	C1	0.30	0.25	0.25
Casting of Bones #1 & #2	B	C1	0.30	0.25	0.25
Chaos Harlequin	R	R2	2.15	1.75	1.00
Contagion	B	U2	1.95	1.25	0.95
Deadly Insect #1 & #2	G	U3	0.95	0.50	0.25
Death Spark	R	U2	0.95	0.65	0.50
Diminishing Returns	U	R2	3.40	3.00	0.85
Diseased Vermin	B	U2	1.00	0.90	0.50
Dystopia	B	R2	3.00	2.50	1.80
Elvish Bard	G	U2	1.00	0.80	0.50
Elvish Ranger #1 & #2	G	C1	0.25	0.25	0.25
Elvish Spirit Guide	G	U2	2.20	2.00	1.55
Energy Arc	D	U2	1.00	0.65	0.50
Enslaved Scout #1 & #2	R	C1	0.30	0.25	0.25
Errand of Duty #1 & #2	W	C1	0.30	0.25	0.25
Exile	W	R2	5.00	3.75	3.00
False Demise #1 & #2	U	U3	1.00	0.65	0.30
Fatal Lore	B	R2	3.25	1.75	1.00
Feast or Famine #1 & #2	B	U3	1.00	0.65	0.30
Fevered Strength #1 & #2	B	C1/C2	0.30	0.25	0.25
Floodwater Dam	A	R2	2.75	1.00	0.85
Force of Will	U	U2	14.00	12.00	10.00
Foresight #1 & #2	U	C1	0.30	0.25	0.25
Fyndhorn Druid #1 & #2	G	C1	0.30	0.25	0.25
Gargantuan Gorilla	G	R2	2.90	2.00	0.85
Gift of the Woods #1 & #2	G	C1	0.25	0.25	0.25
Gorilla Berserkers #1 & #2	G	C1/C2	0.25	0.25	0.25
Gorilla Chieftan #1 & #2	G	C1	0.30	0.25	0.25
Gorilla Shaman #1 & #2	R	U3	1.00	0.75	0.50
Gorilla War Cry #1 & #2	R	C1/C2	0.25	0.25	0.25
Guerilla Tactics #1 & #2	R	C1/C2	0.50	0.25	0.25
Gustha's Scepter	A	R2	3.00	2.00	0.85
Hail Storm	G	U2	1.00	0.90	0.50
Heart of Yavimaya	L	R2	4.00	2.25	1.90
Helm of Obedience	A	R2	6.00	4.50	2.95
Inheritance	W	U2	1.00	0.80	0.50
Insidious Bookworms #1 & #2	B	C1	0.30	0.25	0.25
Ivory Gargoyle	W	R2	4.00	3.00	0.90
Juniper Order Advocate	W	U2	1.00	1.00	0.50
Kaysa	G	R2	4.75	4.00	3.45
Keeper of Tresserhorn	B	R2	3.15	3.00	1.75
Kjeldoran Escort #1 & #2	W	C1/C2	0.30	0.25	0.25
Kjeldoran Home Guard	W	U2	1.00	0.80	0.50
Kjeldoran Outpost	L	R2	9.00	8.00	5.75
Kjeldoran Pride #1 & #2	W	C1	0.30	0.25	0.25
Krovikan Horror	B	R2	5.00	4.50	3.00
Krovikan Plague	B	U2	1.00	0.80	0.50
Lake of the Dead	L	R2	10.00	7.50▼	5.50
Lat-Nam's Legacy #1 & #2	U	C1	0.45	0.25	0.25
Library of Lat-Nam	U	R2	3.00	2.00	0.85
Lim-Dul's High Guard #1 & #2	B	C1	0.30	0.25	0.25
Lim-Dul's Paladin	D	U2	1.40	1.00	0.50
Lim-Dul's Vault	D	U2	1.00	0.90	0.55
Lodestone Bauble	A	R2	3.00	2.50	1.05
Lord of Tresserhorn	D	R2	5.00	4.00	2.95
Martyrdom #1 & #2	W	C1	0.25	0.25	0.25
Misfortune	D	R2	2.70	1.75	0.85
Mishra's Groundbreaker	A	U2	1.00	0.80	0.50
Misinformation	B	U2	1.00	0.80	0.50
Mystic Compass	A	U2	1.00	0.90	0.50
Nature's Blessing	D	U2	1.00	1.00	0.50
Nature's Chosen	G	U2	0.95	0.65	0.50
Nature's Wrath	G	R2	3.00	2.00	0.85
Noble Steeds #1 & #2	W	C1	0.30	0.25	0.25
Omen of Fire	R	R2	2.70	1.50	0.85
Phantasmal Fiend #1 & #2	B	C1	0.30	0.25	0.25
Phantasmal Sphere	U	R2	2.90	2.00	0.85
Phelddagrif	D	R2	3.65	2.00	1.10
Phyrexian Boon #1 & #2	B	C1	0.25	0.25	0.25
Phyrexian Devourer	A	R2	2.50	1.50	0.85
Phyrexian Portal	A	R2	2.90	1.00	0.85
Phyrexian War Beast #1 & #2	A	C1	0.30	0.25	0.25
Pillage	R	U2	2.90	2.10	1.40
Primitive Justice	R	U2	1.00	0.90	0.50
Pyrokinesis	R	U2	2.00	1.05	0.90
Reinforcements #1 & #2	W	C1	0.25	0.25	0.25
Reprisal #1 & #2	W	U3	1.00	1.00	0.50
Ritual of the Machine	B	R2	2.75	2.00	0.85
Rogue Skycaptain	R	R2	2.00	1.50	0.85
Royal Decree	W	R2	3.00	1.75	0.85
Royal Herbalist #1 & #2	W	C1	0.30	0.25	0.25
Scarab of the Unseen	A	U2	1.00	0.90	0.50
Scars of the Veteran	W	U2	1.00	0.90	0.50
School of the Unseen	L	U2	1.00	0.80	0.50
Seasoned Tactician	W	U2	1.00	0.90	0.50
Sheltered Valley	L	R2	2.90	1.75	0.85
Shield Sphere	A	U2	2.00	1.40	1.00
Sol Grail	A	R6	2.00	1.05	1.00
Soldevi Adnate #1 & #2	B	C1	0.25	0.25	0.25
Soldevi Digger	A	R2	4.40	3.50	1.80
Soldevi Excavations	L	R2	3.00	3.00	1.10
Soldevi Heretic #1 & #2	U	C1	0.30	0.25	0.25
Soldevi Sage #1 & #2	U	C1/C2	0.50	0.25	0.25
Soldevi Sentry #1 & #2	A	C1	0.30	0.25	0.25
Soldevi Steam Beast #1 & #2	A	C1	0.25	0.25	0.25
Soldier of Fortune	R	U2	1.00	0.75	0.35
Spiny Starfish	U	U2	1.00	0.90	0.50
Splintering Wind	G	R2	2.75	1.50	0.65
Stench of Decay #1 & #2	B	C1	0.30	0.25	0.25
Storm Cauldron	A	R2	3.50	1.75	0.85
Storm Crow #1 & #2	U	C1/C2	0.30	0.25	0.25
Storm Elemental	U	U2	1.00	0.80	0.50
Storm Shaman #1 & #2	R	C1	0.45	0.25	0.25
Stromgald Spy	B	U2	1.00	1.00	0.50
Suffocation	U	U2	1.00	0.90	0.50
Surge of Strength	D	U2	1.00	0.90	0.50
Sustaining Spirit	W	R2	3.00	2.00	0.85
Swamp Mosquito #1 & #2	B	C1/C2	0.45	0.25	0.25
Sworn Defender	W	R2	3.00	2.00	0.85
Taste of Paradise #1 & #2	G	C1/C2	0.45	0.25	0.25
Thawing Glaciers	L	R2	10.00	10.00	5.75
Thought Lash	U	R2	2.90	1.50	0.85
Tidal Control	U	R2	2.90	1.50	0.85
Tornado	G	R2	2.80	1.50	0.85
Undergrowth #1 & #2	G	C1	0.30	0.25	0.25
Unlikely Alliance	W	U2	1.00	0.90	0.50
Urza's Engine	A	R6	1.00	1.00	0.55
Varchild's Crusader #1 & #2	R	C1	0.25	0.25	0.25
Varchild's War-Riders	R	R2	3.00	2.25	0.85
Veteran's Voice #1 & #2	R	C1	0.30	0.25	0.25
Viscerid Armor #1 & #2	U	C1	0.30	0.25	0.25
Viscerid Drone	U	U2	1.00	1.00	0.50
Wandering Mage	D	R2	2.70	1.25	0.85
Whip Vine #1 & #2	G	C1	0.30	0.25	0.25
Whirling Catapult	A	R6	1.00	0.90	0.50
Wild Aesthir #1 & #2	W	C1/C2	0.30	0.25	0.25
Winter's Night	D	R2	2.70	1.50	0.85
Yavimaya Ancients #1 & #2	G	C1	0.45	0.25	0.25
Yavimaya Ants	G	U2	1.40	1.00	0.55
Total			259.05	193.85	124.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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MIRAGE — 335 Cards

Mirage Set	145.00	125.00	87.00
Booster Box	195.00	180.00	155.00
Starter Box	150.00	125.00	125.00
Starter Deck	15.25	12.50▼	11.75
Booster Pack	7.00	6.50▲	6.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Hunter	B	R	3.00	2.50	0.85
Acidic Dagger	A	R	2.25	1.00	0.65
Afiya Grove	G	R	2.15	1.00	0.80
Afterlife	W	U	1.00	0.80	0.45
Agility	R	C	0.25	0.25	0.25
Alarum	W	C	0.25	0.25	0.25
Aleatory	R	U	0.95	0.50	0.50
Amber Prison	A	R	3.00	2.00	0.95
Amulet of Unmaking	A	R	2.25	1.00	0.75
Ancestral Memories	U	R	3.00	1.25	0.65
Armor of Thorns	G	C	0.25	0.25	0.25
Armorer Guildmage	R	C	0.25	0.25	0.25
Ashen Powder	B	R	3.00	2.75	1.50
Asmira, Holy Avenger	D	R	3.00	2.00	1.20
Auspicious Ancestor	W	R	2.25	1.00	0.65
Azimaet Drake	U	C	0.25	0.25	0.25
Bad River	L	U	1.00	0.80	0.50
Barbed Foliage	G	U	1.00	0.90	0.50
Barbed-Back Wurm	B	U	1.00	0.65	0.25
Barreling Attack	R	R	2.25	1.00	0.65
Basalt Golem	A	U	1.00	0.65	0.25
Bay Falcon	U	C	0.25	0.25	0.25
Bazaar of Wonders	U	R	3.00	2.00	1.00
Benevolent Unicorn	W	C	0.25	0.25	0.25
Benthic Djinn	D	R	3.00	1.50	0.70
Binding Agony	B	C	0.25	0.25	0.25
Blighted Shaman	B	U	1.00	0.65	0.25
Blind Fury	R	U	1.00	0.80	0.50
Blinding Light	W	U	1.00	0.90	0.45
Blistering Barrier	R	C	0.25	0.25	0.25
Bone Harvest	B	C	0.25	0.25	0.25
Bone Mask	A	R	2.65	1.00	0.75
Boomerang	U	C	0.30	0.25	0.25
Breathstealer	B	C	0.25	0.25	0.25
Brushwagg	G	R	3.00	1.00	0.70
Builder's Bane	R	C	0.25	0.25	0.25
Burning Palm Efreet	R	U	1.00	0.90	0.50
Burning Shield Askari	R	C	0.25	0.25	0.25
Cadaverous Bloom	D	R	4.50	4.00	3.45
Cadaverous Knight	B	C	0.25	0.25	0.25
Canopy Dragon	G	R	5.00	4.00	3.65
Carrion	B	R	2.80	1.25	0.75
Catacomb Dragon	B	R	7.50	6.00	4.65
Celestial Dawn	W	R	4.00	3.35	2.70
Cerulean Wyvern	U	U	1.00	0.65	0.25
Chaos Charm	R	C	0.25	0.25	0.25
Chaosphere	R	R	3.00	1.50	0.75
Charcoal Diamond	A	U	1.35	1.00	0.50
Chariot of the Sun	A	U	1.00	0.65	0.50
Choking Sands	B	C	0.35	0.25	0.25
Cinder Cloud	R	U	1.00	0.80	0.50
Circle of Despair	D	R	2.65	1.05	0.90
Civic Guildmage	W	C	0.25	0.25	0.25
Cloak of Invisibility	U	C	0.25	0.25	0.25
Consuming Ferocity	R	U	1.00	0.65	0.25
Coral Fighters	U	U	1.00	0.65	0.25
Crash of Rhinos	G	C	0.35	0.25	0.25
Crimson Hellkite	R	R	7.75	6.00	5.00
Crimson Roc	R	U	1.00	0.80	0.50
Crypt Cobra	B	U	1.00	0.90	0.65
Crystal Golem	A	U	1.00	0.65	0.25
Crystal Vein	L	U	1.35	1.00	0.50
Cursed Totem	A	R	5.00	4.50	2.50
Cycle of Life	G	R	2.65	1.00	0.65
Daring Apprentice	U	R	3.00	2.50	1.00
Dark Banishing	B	C	0.35	0.25	0.25
Dark Ritual	B	C	0.50	0.35	0.25
Dazzling Beauty	W	C	0.25	0.25	0.25
Decomposition	G	U	1.00	0.65	0.45
Delirium	D	U	1.00	0.75	0.45
Dirtwater Wraith	B	C	0.25	0.25	0.25
Discordant Spirit	D	R	2.90	2.00	1.00
Disempower	W	C	0.25	0.25	0.25
Disenchant	W	C	0.25	0.25	0.25
Dissipate	U	U	3.00	2.60	1.55
Divine Offering	W	C	0.25	0.25	0.25
Divine Retribution	W	R	2.15	1.00	0.60
Drain Life	B	C	0.50	0.30	0.25
Dread Specter	B	U	1.00	0.65	0.45
Dream Cache	U	C	0.25	0.25	0.25
Dream Fighter	U	C	0.25	0.25	0.25
Dwarven Miner	R	U	1.25	1.00	0.50
Dwarven Nomad	R	C	0.25	0.25	0.25
Early Harvest	G	R	4.00	3.00	2.25
Ebony Charm	B	C	0.25	0.25	0.25
Ekundu Griffin	W	C	0.25	0.25	0.25
Ekundu Cyclops	R	C	0.25	0.25	0.25
Elixir of Vitality	A	U	1.00	0.65	0.25
Emberwilde Caliph	D	R	2.25	1.00	0.65
Emberwilde Djinn	R	R	2.65	1.85	0.80
Energy Bolt	D	R	3.00	2.25	0.65
Energy Vortex	U	R	3.00	2.00	0.75
Enfeeblement	B	C	0.25	0.25	0.25
Enlightened Tutor	W	U	3.80	3.00	2.80
Ersatz Gnomes	A	U	1.00	0.65	0.45
Ether Well	U	U	1.00	0.65	0.50
Ethereal Champion	W	R	2.65	1.50	0.65
Fallow Earth	G	U	1.00	0.65	0.45
Favorable Destiny	W	U	1.00	0.80	0.45
Femeref Archers	G	U	1.00	0.65	0.45
Femeref Healer	W	C	0.25	0.25	0.25
Femeref Knight	W	C	0.25	0.25	0.25
Femeref Scouts	W	C	0.25	0.25	0.25
Feral Shadow	B	C	0.25	0.25	0.25
Fetid Horror	B	C	0.25	0.25	0.25
Final Fortune	R	R	4.00	2.50	1.00
Fire Diamond	A	U	1.50	1.00	0.75
Firebreathing	R	C	0.25	0.25	0.25
Flame Elemental	R	U	1.00	0.65	0.25
Flare	R	C	0.25	0.25	0.25
Flash	U	R	2.65	1.25	0.65
Flood Plain	L	U	1.50	1.50	0.65
Floodgate	U	U	1.00	0.65	0.45
Fog	G	C	0.25	0.25	0.25
Foratog	G	U	1.00	0.80	0.25
Forbidden Crypt	B	R	3.00	2.00	0.65
Forest (A,B,C,D)	L	C	0.25	0.25	0.25
Forsaken Wastes	B	R	3.50	3.00	2.65
Frenetic Efreet	D	R	3.50	3.00	1.00
Giant Mantis	G	C	0.25	0.25	0.25
Gibbering Hyenas	G	C	0.25	0.25	0.25
Goblin Elite Infantry	R	C	0.25	0.25	0.25
Goblin Scouts	R	U	1.00	0.90	0.45
Goblin Soothsayer	R	U	1.00	0.90	0.45
Goblin Tinkerer	R	C	0.25	0.25	0.25
Granger Guildmage	G	C	0.25	0.25	0.25
Grasslands	L	U	1.00	0.80	0.45
Grave Servitude	B	C	0.25	0.25	0.25
Gravebane Zombie	B	C	0.25	0.25	0.25
Grim Feast	D	R	3.00	2.00	0.75
Grinning Totem	A	R	5.50	3.00	2.00
Hakim, Loreweaver	U	R	3.00	2.00	0.85
Hall of Gemstone	G	R	3.00	1.75	0.70
Hammer of Bogardan	R	R	13.75	10.00	8.25
Harbinger of Night	B	R	3.00	2.00	1.00
Harbor Guardian	D	U	1.00	0.65	0.50
Harmattan Efreet	U	U	0.85	0.60	0.25
Haunting Apparition	D	U	1.00	0.80	0.50
Hazerider Drake	D	U	1.00	0.65	0.25
Healing Salve	W	C	0.25	0.25	0.25
Hivis of the Scale	R	R	3.00	2.00	0.75
Horrible Hordes	A	U	1.00	0.80	0.50
Igneous Golem	A	U	1.00	0.65	0.25
Illicit Auction	R	R	3.00	1.50	0.65
Illumination	W	U	1.00	0.65	0.25
Incinerate	R	C	0.80	0.50	0.30
Infernal Contract	B	R	3.00	2.50	1.00
Iron Tusk Elephant	W	U	1.00	0.80	0.30
Island (A,B,C,D)	L	C	0.25	0.25	0.20
Ivory Charm	W	C	0.25	0.25	0.25
Jabari's Influence	W	R	2.25	1.00	0.65
Jolrael's Centaur	G	C	0.25	0.25	0.25
Jolt	U	C	0.25	0.25	0.25
Jungle Patrol	G	R	2.25	1.25	0.75
Jungle Troll	D	U	1.00	0.65	0.35
Jungle Wurm	G	C	0.25	0.25	0.25
Kaervek's Hex	B	U	1.00	0.65	0.50
Kaervek's Purge	D	U	1.00	0.75	0.45
Kaervek's Torch	R	C	0.50	0.30	0.20
Karoo Meerkat	G	U	1.00	0.80	0.45
Kukemssa Pirates	U	R	2.25	1.00	0.70
Kukemssa Serpent	U	C	0.25	0.25	0.25
Lead Golem	A	U	1.00	0.80	0.50
Leering Gargoyle	D	R	2.25	1.00	0.65
Lightning Reflexes	R	C	0.25	0.25	0.25
Lion's Eye Diamond	A	R	3.15	2.20	1.95
Locust Swarm	G	U	1.00	0.65	0.45
Lure of Prey	G	R	3.00	1.75	0.75
Malignant Growth	D	R	2.25	1.25	0.75
Mana Prism	A	U	1.00	0.65	0.45
Mangara's Blessing	W	U	1.00	0.80	0.45
Mangara's Equity	W	U	1.00	0.65	0.45
Mangara's Tome	A	R	2.25	1.30	1.00
Marble Diamond	A	U	1.70	1.00	0.50
Maro	G	R	4.00	3.50	2.00
Meddle	U	U	1.00	0.80	0.45
Melesse Spirit	W	U	1.00	0.65	0.50
Memory Lapse	U	C	0.35	0.25	0.25
Merfolk Raiders	U	C	0.25	0.25	0.25
Merfolk Seer	U	C	0.25	0.25	0.25
Mind Bend	U	U	1.10	1.00	0.75
Mind Harness	U	U	1.00	0.60	0.45
Mindbender Spores	G	R	2.25	1.00	0.70
Mire Shade	B	U	0.95	0.75	0.50
Miser's Cage	A	R	2.25	1.50	0.65
Mist Dragon	U	R	6.00	5.00	3.30
Moss Diamond	A	U	1.35	1.00	0.50
Mountain (A,B,C,D)	L	C	0.25	0.25	0.25
Mountain Valley	L	U	1.00	0.80	0.45
Mtenda Griffin	W	U	1.00	0.65	0.25
Mtenda Herder	W	C	0.25	0.25	0.25
Mtenda Lion	G	C	0.25	0.25	0.25
Mystical Tutor	U	U	2.30	2.00	1.50
Natural Balance	G	R	3.00	3.00	1.00
Nettletooth Djinn	G	U	1.00	0.65	0.45
Noble Elephant	W	C	0.25	0.25	0.25
Nocturnal Raid	B	U	1.00	0.50	0.25
Null Chamber	W	R	3.00	1.50	0.70
Pacifism	W	C	0.25	0.25	0.25
Painful Memories	B	U	0.85	0.50	0.25
Patagia Golem	A	U	1.00	0.80	0.50
Paupers' Cage	A	R	2.25	1.00	0.70
Pearl Dragon	W	R	4.25	4.00	2.85
Phyrexian Dreadnought	A	R	13.25	12.00▲	8.00
Phyrexian Purge	D	R	3.00	1.25	0.70
Phyrexian Tribute	B	R	2.65	1.00	0.75
Phyrexian Vault	A	U	1.00	0.65	0.25
Plains (A,B,C,D)	L	C	0.25	0.25	0.25
Political Trickery	U	R	3.00	1.40	0.65
Polymorph	U	R	4.50	2.35	1.15
Power Sink	U	C	0.25	0.25	0.25
Preferred Selection	G	R	3.00	1.75	0.75
Prismatic Boon	D	U	1.00	0.65	0.50
Prismatic Circle	W	C	0.25	0.25	0.25
Prismatic Lace	U	R	2.65	1.00	0.70
Psychic Transfer	U	R	2.65	1.00	0.65
Purgatory	D	R	2.25	1.00	0.65
Purraj of Urborg	B	R	2.25	1.50	0.80
Pyric Salamander	R	C	0.25	0.25	0.25
Quirion Elves	G	C	0.35	0.25	0.25
Radiant Essence	D	U	1.00	0.50	0.25
Raging Spirit	R	C	0.25	0.25	0.25
Rampant Growth	G	C	0.25	0.25	0.25
Rashida Scalebane	W	R	3.00	2.00	1.00
Ravenous Vampire	B	U	1.00	0.90	0.45
Ray of Command	U	C	0.25	0.25	0.25
Razor Pendulum	A	R	2.65	1.25	0.70
Reality Ripple	U	C	0.25	0.25	0.25
Reckless Embermage	R	R	3.00	1.65	0.70
Reflect Damage	D	R	3.00	2.00	0.80
Regeneration	G	C	0.25	0.25	0.25
Reign of Chaos	R	U	1.00	0.65	0.45
Reign of Terror	B	U	1.00	0.50	0.45
Reparations	D	R	3.00	1.50	0.75
Restless Dead	B	C	0.25	0.25	0.25
Ritual of Steel	W	C	0.25	0.25	0.25
Rock Basilisk	D	R	2.25	2.00	0.85
Rocky Tar Pit	L	U	1.00	0.75	0.45
Roots of Life	G	U	1.00	0.65	0.30
Sabertooth Cobra	G	C	0.35	0.25	0.25
Sacred Mesa	W	R	4.50	4.00	1.70
Sand Golem	A	U	1.00	0.65	0.25
Sandbar Crocodile	U	C	0.25	0.25	0.25
Sandstorm	G	C	0.25	0.25	0.25
Sapphire Charm	U	C	0.25	0.25	0.25
Savage Twister	D	U	1.00	0.65	0.45
Sawback Manticore	D	R	3.00	1.50	0.65
Sea Scryer	U	C	0.25	0.25	0.25
Sealed Fate	D	U	1.00	0.65	0.25
Searing Spear Askari	R	C	0.25	0.25	0.25
Seedling Charm	G	C	0.25	0.25	0.25
Seeds of Innocence	G	R	2.25	1.00	0.65
Serene Heart	G	C	0.25	0.25	0.25
Sewer Rats	B	C	0.25	0.25	0.25
Shadow Guildmage	B	C	0.25	0.25	0.25
Shadowbane	W	U	1.00	0.90	0.55
Shallow Grave	B	R	3.00	2.10	2.00
Shaper Guildmage	U	C	0.25	0.25	0.25
Shauku, Endbringer	B	R	3.00	3.00	2.00
Shauku's Minion	D	U	1.20	1.00	0.50
Shimmer	U	R	3.00	1.75	0.75
Sidar Jabari	W	R	2.25	1.85	0.95
Sirocco	R	U	1.00	0.90	0.45
Skulking Ghost	B	C	0.25	0.25	0.25
Sky Diamond	A	U	1.40	1.00	0.45
Soar	U	C	0.25	0.25	0.25
Soul Echo	W	R	2.25	1.25	0.75
Soul Rend	B	U	1.00	0.65	0.25
Soulshriek	B	C	0.25	0.25	0.25
Spatial Binding	D	U	1.00	0.65	0.25
Spectral Guardian	W	R	2.65	1.25	0.65
Spirit of the Night	B	R	10.00	9.25▼	6.75
Spitting Earth	R	C	0.25	0.25	0.25
Stalking Tiger	G	C	0.25	0.25	0.25
Stone Rain	R	C	0.25	0.25	0.25
Stupor	B	U	2.00	1.35	0.50
Subterranean Spirit	R	R	3.25	2.05	0.85
Sunweb	W	R	4.00	3.00	1.25
Superior Numbers	G	U	1.00	0.80	0.50
Suq'Ata Firewalker	U	U	1.25	1.00	0.80
Swamp (A,B,C,D)	L	C	0.25	0.25	0.25
Tainted Specter	B	R	3.00	1.00	1.00
Talruum Minotaur	R	C	0.25	0.25	0.25
Taniwha	U	R	3.00	1.75	0.85
Teeka's Dragon	A	R	9.25	8.00	6.50
Teferi's Curse	U	C	0.25	0.25	0.25
Teferi's Drake	U	C	0.25	0.25	0.25
Teferi's Imp	U	R	2.65	1.00	0.65
Teferi's Isle	L	R	3.00	1.65	0.95
Telim'Tor	R	R	2.65	1.50	0.75
Telim'Tor's Darts	A	U	1.00	0.50	0.25
Telim'Tor's Edict	R	R	2.65	1.00	0.65
Teremko Griffin	W	C	0.25	0.25	0.25
Thirst	U	C	0.25	0.25	0.25
Tidal Wave	U	U	1.00	0.50	0.45
Tombstone Stairwell	B	R	4.25	1.85	1.00
Torrent of Lava	R	R	2.80	1.00	0.65
Tranquil Domain	G	C	0.25	0.25	0.25
Tropical Storm	G	U	1.00	0.80	0.50
Uktabi Faerie	G	C	0.25	0.25	0.25
Uktabi Wildcats	G	R	4.15	2.65	1.40
Unerring Sling	A	U	1.00	0.80	0.50
Unfulfilled Desires	D	R	2.65	1.75	0.70
Unseen Walker	G	U	1.00	0.90	0.50
Unyaro Bee Sting	G	U	1.00	0.90	0.50
Unyaro Griffin	W	U	1.00	0.65	0.25
Urborg Panther	B	C	0.25	0.25	0.25
Vaporous Djinn	U	U	1.00	0.90	0.50
Ventifact Bottle	A	R	2.65	1.00	0.70
Viashino Warrior	R	C	0.25	0.25	0.25
Vigilant Martyr	W	U	1.00	0.65	0.25
Village Elder	G	C	0.25	0.25	0.25
Vitalizing Cascade	D	U	1.00	0.65	0.25
Volcanic Dragon	R	R	6.00	5.00	4.70
Volcanic Geyser	R	U	1.05	1.00	0.45
Waiting in the Weeds	G	R	3.00	1.75	0.80
Wall of Corpses	B	C	0.25	0.25	0.25
Wall of Resistance	W	C	0.25	0.25	0.25
Wall of Roots	G	C	0.50	0.25	0.25
Ward of Lights	W	C	0.25	0.25	0.25
Warping Wurm	D	R	2.65	1.25	0.75
Wave Elemental	U	U	1.00	0.50	0.35
Wellspring	D	R	2.25	1.25	0.65
Wild Elephant	G	C	0.25	0.25	0.25
Wildfire Emissary	R	U	1.00	0.90	0.45
Windreaper Falcon	D	U	1.00	0.80	0.50
Withering Boon	B	U	1.00	0.65	0.25
Worldly Tutor	G	U	2.00	1.75	1.35
Yare	W	R	2.25	1.00	0.75
Zebra Unicorn	D	U	1.00	0.65	0.45
Zhalfirin Commander	W	U	1.00	0.65	0.25
Zhalfirin Knight	W	C	0.25	0.25	0.25
Zirilan of the Claw	R	R	5.00	4.00▼	4.00
Zombie Mob	B	U	1.00	0.50	0.45
Zuberi, Golden Feather	W	R	4.00	3.00	2.30
Total			531.55	366.75	234.80

VISIONS — 167 Cards

Visions Set	95.00	76.00	71.00
Visions Booster Box	195.00	180.00▲	145.00
Visions Booster Pk	6.50	6.00	6.00

CARD NAME	COL	RAR	UPR	MED	LOW
Aku Djinn	B	R	2.50	2.00	0.75
Anvil of Bogardan	A	R	4.00	3.75	2.65
Archangel	W	R	7.25	6.75	6.00
Army Ants	D	U	1.00	0.65	0.25
Betrayal	U	C	0.25	0.25	0.25
Blanket of Night	B	U	1.15	1.00	0.70
Bogardan Phoenix	R	R	3.00	2.00	0.90
Brass-Talon Chimera	A	U	0.85	0.50	0.30
Breathstealer's Crypt	D	R	3.00	1.00	0.70
Breezekeeper	U	C	0.30	0.25	0.25
Brood of Cockroaches	B	U	0.90	0.50	0.40
Bull Elephant	G	C	0.25	0.25	0.25
Chronatog	U	R	4.00	3.80	3.00
City of Solitude	G	R	5.00	4.00	3.75
Cloud Elemental	U	C	0.30	0.25	0.25
Coercion	B	C	0.35	0.25	0.25
Coral Atoll	L	U	1.00	0.75	0.40
Corrosion	D	R	3.00	1.00	0.55
Creeping Mold	G	U	2.15	1.50	0.45
Crypt Rats	B	C	0.40	0.25	0.25
Daraja Griffin	W	U	1.00	0.50	0.25
Dark Privilege	B	C	0.25	0.25	0.25
Death Watch	B	C	0.25	0.25	0.25
Desertion	U	R	3.90	3.00	1.10
Desolation	B	U	1.00	0.50	0.40
Diamond Kaleidoscope	A	R	3.00	1.50	1.05
Dormant Volcano	L	U	1.00	0.75	0.45
Dragon Mask	A	U	1.00	0.80	0.25
Dream Tides	U	U	0.90	0.75	0.25
Dwarven Vigilantes	R	C	0.30	0.25	0.25
Elephant Grass	G	U	0.90	0.75	0.40
Elkin Liar	R	R	2.40	1.00	0.55
Elven Cache	G	C	0.25	0.25	0.25
Emerald Charm	G	C	0.45	0.25	0.25
Equipoise	W	R	3.00	2.00	1.70
Everglades	L	U	1.00	0.75	0.45
Eye of Singularity	W	R	2.90	1.00	0.55
Fallen Askari	B	C	0.25	0.25	0.25
Femeref Enchantress	D	R	3.00	1.00	0.90
Feral Instinct	G	C	0.25	0.25	0.25
Fireblast	R	C	1.05	0.50	0.25
Firestorm Hellkite	D	R	4.25	3.90	1.95
Flooded Shoreline	U	R	3.00	1.00	0.55
Forbidden Ritual	B	R	3.00	2.00	0.85
Foreshadow	U	U	1.00	0.75	0.50
Freewind Falcon	W	C	0.30	0.25	0.25
Funeral Charm	B	C	0.35	0.25	0.25
Giant Caterpillar	G	C	0.25	0.25	0.25
Goblin Recruiter	R	U	2.05	1.30	1.00
Goblin Swine-Rider	R	C	0.25	0.25	0.25
Gossamer Chains	W	C	0.25	0.25	0.25
Griffin Canyon	L	R	3.25	2.40	1.90
Guiding Spirit	D	R	3.00	1.75▲	1.00
Hearth Charm	R	C	0.25	0.25	0.25
Heat Wave	R	U	0.90	0.50	0.25
Helm of Awakening	A	U	1.40	1.00	1.00
Honorable Passage	W	U	1.00	1.00	0.40
Hope Charm	W	C	0.25	0.25	0.25
Hulking Cyclops	R	U	1.00	0.75	0.50

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Impulse	U	C	1.00	0.40	0.25
Infantry Veteran	W	C	0.30	0.25	0.25
Infernal Harvest	B	C	0.25	0.25	0.25
Inspiration	U	C	0.25	0.25	0.25
Iron-Heart Chimera	A	U	1.00	0.50	0.30
Jamuraan Lion	W	C	0.25	0.25	0.25
Juju Bubble	A	U	0.90	0.50	0.25
Jungle Basin	L	U	1.00	0.75	0.40
Kaervek's Spite	B	R	3.00	2.00	0.75
Karoo	L	U	1.00	0.75	0.45
Katabatic Winds	G	R	3.00	1.00	0.70
Keeper of Kookus	R	C	0.25	0.25	0.25
King Cheetah	G	C	0.25	0.25	0.25
Knight of the Mists	U	C	0.25	0.25	0.25
Knight of Valor	W	C	0.30	0.25	0.25
Kookus	R	R	2.50	1.10	0.65
Kyscu Drake	G	U	0.90	0.50	0.25
Lead-Belly Chimera	A	U	1.00	0.50	0.30
Lichenthrope	G	R	3.00	1.00	0.55
Lightning Cloud	R	R	3.00	1.00	0.55
Longbow Archer	W	U	1.65	1.00	0.60
Magma Mine	A	R	3.00	0.80	0.40
Man-o'-War	U	C	0.50	0.35	0.25
Matopi Golem	A	U	0.90	0.50	0.25
Miraculous Recovery	W	U	1.00	0.75	0.30
Mob Mentality	R	U	1.00	0.50	0.25
Mortal Wound	G	C	0.25	0.25	0.25
Mundungu	D	U	1.00	1.00	0.55
Mystic Veil	U	C	0.25	0.25	0.25
Natural Order	G	R	5.00	4.25	3.35
Necromancy	B	U	1.60	1.30	0.95
Necrosavant	B	R	3.00	2.00	0.90
Nekrataal	B	U	2.15	1.60	1.10
Ogre Enforcer	R	R	3.00	1.00	0.55
Ovinomancer	U	U	0.90	0.50	0.40
Panther Warriors	G	C	0.25	0.25	0.25
Parapet	W	C	0.25	0.25	0.25
Peace Talks	W	U	0.90	0.50	0.25
Phyrexian Marauder	A	R	3.00	1.00	0.70
Phyrexian Walker	A	C	0.50	0.35	0.25
Pillar Tombs of Aku	B	R	3.00	2.50	0.80
Prosperity	U	U	2.05	1.35	1.00
Pygmy Hippo	D	R	2.75	2.00	0.80
Python	B	C	0.25	0.25	0.25
Quicksand	L	U	1.40	1.00	0.55
Quirion Druid	G	R	3.25	1.50	0.75
Quirion Ranger	G	C	0.50	0.35	0.25
Raging Gorilla	R	C	0.25	0.25	0.25
Rainbow Efreet	U	R	4.00	3.00	0.75
Relentless Assault	R	R	5.00	4.00	2.20
Relic Ward	W	U	1.00	0.80	0.25
Remedy	W	C	0.25	0.25	0.25
Resistance Fighter	W	C	0.25	0.25	0.25
Retribution of the Meek	W	R	3.00	2.00	1.20
Righteous Aura	W	C	0.25	0.25	0.25
Righteous War	D	R	3.00	2.00	1.10
River Boa	G	C	1.30	0.90	0.35
Rock Slide	R	C	0.25	0.25	0.25
Rowen	G	R	2.75	1.00	0.60
Sands of Time	A	R	3.00	1.10	0.75
Scalebane's Elite	D	U	1.00	0.75	0.25
Shimmering Efreet	U	U	0.90	0.50	0.25
Shrieking Drake	U	C	0.25	0.25	0.25
Simoon	D	U	1.25	0.80	0.25
Sisay's Ring	A	C	0.30	0.25	0.25
Snake Basket	A	R	4.50	3.00	2.65
Solfatara	R	C	0.25	0.25	0.25
Song of Blood	R	C	0.25	0.25	0.25
Spider Climb	G	C	0.35	0.25	0.25
Spitting Drake	R	U	1.00	0.50	0.25
Squandered Resources	D	R	4.00	3.75	2.60
Stampeding Wildebeests	G	U	1.00	1.00	0.45
Suleiman's Legacy	D	R	3.00	2.00	0.65
Summer Bloom	G	U	1.00	0.80	0.30
Sun Clasp	W	C	0.25	0.25	0.25
Suq'Ata Assassin	B	U	1.20	0.90	0.75
Suq'Ata Lancer	R	C	0.30	0.25	0.25
Talruum Champion	R	C	0.25	0.25	0.25
Talruum Piper	R	U	1.00	0.75	0.50
Tar Pit Warrior	B	C	0.25	0.25	0.25
Teferi's Honor Guard	W	U	1.00	0.75	0.50
Teferi's Puzzle Box	A	R	3.00	2.00	1.00
Teferi's Realm	U	R	2.75	1.00	0.55
Tempest Drake	D	U	1.00	0.80	0.25
Three Wishes	U	R	3.00	1.00	0.55
Time and Tide	U	U	0.90	0.50	0.25
Tin-Wing Chimera	A	U	0.90	0.50	0.35
Tithe	W	R	7.00	4.80	3.95
Tremor	R	C	0.25	0.25	0.25
Triangle of War	A	R	3.00	1.00	0.60
Uktabi Orangutan	G	U	1.50	1.00	0.50
Undiscovered Paradise	L	R	8.00	6.00	5.00
Undo	U	C	0.25	0.25	0.25
Urborg Mindsucker	B	C	0.25	0.25	0.25
Vampiric Tutor	B	R	17.50	16.00	14.25
Vampirism	B	U	0.90	0.50	0.30
Vanishing	U	C	0.25	0.25	0.25
Viashino Sandstalker	R	U	1.65	1.20	1.00
Viashivan Dragon	D	R	6.00	5.00	4.00
Vision Charm	U	C	0.35	0.25	0.25
Wake of Vultures	B	C	0.25	0.25	0.25
Wand of Denial	A	R	3.00	3.00	0.70
Warrior's Honor	W	C	0.25	0.25	0.20
Warthog	G	C	0.30	0.25	0.25
Waterspout Djinn	U	U	0.90	0.75	0.25
Wicked Reward	B	C	0.25	0.25	0.25
Wind Shear	G	U	0.90	0.50	0.25
Zhalfirin Crusader	W	R	3.00	2.25	1.05
Total			276.05	188.55	125.20

Weatherlight

167 Cards

Weatherlight Set	75.00	75.00	62.00
Weatherlight Booster Box	145.00	125.00▼	105.00
Weatherlight Booster	5.00	4.65	4.30

CARD NAME	COL	RAR	UPR	MED	LOW
Abduction	U	U	1.00	0.90	0.75
Abeyance	W	R	6.50	5.00	4.00
Abjure	U	C	0.25	0.25	0.25
Aboroth	G	R	3.00	3.00	1.90
Abyssal Gatekeeper	B	C	0.25	0.25	0.25
AEther Flash	R	U	1.50	1.00	0.50
Agonizing Memories	B	U	0.90	0.50	0.25
Alabaster Dragon	W	R	5.00	4.00	4.00
Alms	W	C	0.25	0.25	0.15
Ancestral Knowledge	U	R	3.00	2.00	0.75
Angelic Renewal	W	C	0.35	0.25	0.25
Apathy	U	C	0.25	0.25	0.25
Arctic Wolves	G	U	0.90	0.50	0.25
Ardent Militia	W	C	0.35	0.25	0.25
Argivian Find	W	U	1.25	1.00	0.75
Argivian Restoration	U	U	1.00	0.80	0.45
Aura of Silence	W	U	1.50	1.00	0.50
Avizoa	U	R	3.00	2.00	0.55
Bôsium Strip	A	R	3.65	3.00	0.55
Barishi	G	U	1.00	0.50	0.25
Barrow Ghoul	B	C	0.35	0.25	0.25
Benalish Infantry	W	C	0.25	0.25	0.25
Benalish Knight	W	C	0.25	0.25	0.25
Benalish Missionary	W	C	0.25	0.25	0.25
Betrothed of Fire	R	C	0.25	0.25	0.25
Bloodrock Cyclops	R	C	0.25	0.25	0.25
Blossoming Wreath	G	C	0.25	0.25	0.25
Bogardan Firefiend	R	C	0.25	0.25	0.25
Boiling Blood	R	C	1.65	0.25	0.25
Bone Dancer	B	R	3.00	3.00	1.55
Briar Shield	G	C	0.35	0.25	0.25
Bubble Matrix	A	R	3.55	3.00	2.60
Buried Alive	B	U	3.10	2.25	1.70
Call of the Wild	G	R	4.00	3.00	1.45
Chimeric Sphere	A	U	0.90	0.75	0.40
Choking Vines	G	C	0.25	0.25	0.25
Cinder Giant	R	U	0.90	0.50	0.25
Cinder Wall	R	C	0.25	0.25	0.25
Circling Vultures	B	U	0.90	0.50	0.25
Cloud Djinn	U	U	1.00	0.50	0.40
Coils of the Medusa	B	C	0.25	0.25	0.25
Cone of Flame	R	U	1.00	0.80	0.25
Debt of Loyalty	W	R	3.00	2.25	2.05
Dense Foliage	G	R	3.25	3.00	1.70
Desperate Gambit	R	U	1.00	0.75	0.25
Dingus Staff	A	U	1.00	0.90	0.50
Disrupt	U	C	0.50	0.25	0.25
Doomsday	B	R	3.00	3.00	0.75
Downdraft	G	U	0.90	0.50	0.25
Duskrider Falcon	W	C	0.30	0.25	0.25
Dwarven Berserker	R	C	0.25	0.25	0.25
Dwarven Thaumaturgist	R	R	3.00	2.00	0.95
Empyrial Armor	W	C	0.75	0.35	0.25
Ertai's Familiar	U	R	3.00	3.00	1.00
Fallow Wurm	G	U	1.00	0.80	0.40
Familiar Ground	G	U	1.00	0.75	0.40
Fatal Blow	B	C	0.30	0.25	0.25
Fervor	R	R	3.25	3.00	2.65
Festering Evil	B	U	0.90	0.50	0.25
Fire Whip	R	C	0.45	0.25	0.25
Firestorm	R	R	5.75	4.40	3.00
Fit of Rage	R	C	0.25	0.25	0.25
Fledgling Djinn	B	C	0.25	0.25	0.25
Flux	U	C	0.25	0.25	0.25
Fog Elemental	U	C	0.25	0.25	0.25
Foriysian Brigade	W	U	0.90	0.50	0.25
Fungus Elemental	G	R	3.00	2.00	0.70
Gaea's Blessing	G	U	4.00	2.00	1.55
Gallowbraid	B	R	3.00	2.00	0.75
Gemstone Mine	L	U	3.80	3.10	2.65
Gerrard's Wisdom	W	U	1.50	1.15	0.45
Goblin Bomb	R	R	5.00	3.95	2.30
Goblin Grenadiers	R	U	1.00	0.50	0.30
Goblin Vandal	R	C	0.30	0.25	0.25
Guided Strike	W	C	0.25	0.25	0.25
Harvest Wurm	G	C	0.45	0.25	0.25
Haunting Misery	B	C	0.25	0.25	0.25
Heart of Bogardan	R	R	3.00	2.00	0.70
Heat Stroke	R	R	3.00	2.00	0.60
Heavy Ballista	W	C	0.50	0.25	0.25
Hidden Horror	B	U	1.30	1.00	0.50
Hurloon Shaman	R	U	0.95	0.50	0.25
Infernal Tribute	B	R	3.00	2.00	0.75
Inner Sanctum	W	R	2.50	2.00	0.55
Jabari's Banner	A	U	1.00	0.80	0.50
Jangling Automaton	A	C	0.25	0.25	0.25
Kithkin Armor	W	C	0.25	0.25	0.25
Lava Hounds	R	U	1.00	0.80	0.30
Lava Storm	R	C	0.30	0.25	0.25
Liege of the Hollows	G	R	3.00	2.50	0.80
Llanowar Behemoth	G	U	1.00	0.50	0.25
Llanowar Druid	G	C	0.25	0.25	0.25
Llanowar Sentinel	G	C	0.35	0.30	0.25
Lotus Vale	L	R	8.25	7.00	5.25
Mana Chains	U	C	0.25	0.25	0.25
Mana Web	A	R	5.00	4.00	3.00
Manta Ray	U	C	0.25	0.25	0.25
Maraxus of Keld	R	R	4.25	3.00	2.45
Master of Arms	W	U	1.00	0.80	0.50
Merfolk Traders	U	C	0.25	0.25	0.25
Mind Stone	A	C	0.35	0.25	0.25
Mischievous Poltergeist	B	U	1.00	1.00	0.50
Mistmoon Griffin	W	U	1.00	0.60	0.50
Morinfen	B	R	3.00	2.00	0.85
Mwonvuli Ooze	G	R	3.00	3.00	0.65
Nature's Kiss	G	C	0.25	0.25	0.25
Nature's Resurgence	G	R	3.00	2.00	0.55
Necratog	B	U	1.00	0.50	0.45
Noble Benefactor	U	U	1.00	0.75	0.45
Null Rod	A	R	5.00	4.25	4.00
Odylic Wraith	B	U	0.90	0.50	0.25
Ophidian	U	C	0.45	0.30	0.25
Orcish Settlers	R	U	1.15	1.00	0.80
Paradigm Shift	U	R	3.00	1.00	0.65
Peacekeeper	W	R	4.05	3.15	2.95
Pendrell Mists	U	R	3.00	2.00	0.55
Phantom Warrior	U	U	1.25	0.80	0.40
Phantom Wings	U	C	0.25	0.25	0.25
Phyrexian Furnace	A	U	2.25	1.00	0.50
Psychic Vortex	U	R	3.00	2.00	0.55
Razortooth Rats	B	C	0.25	0.25	0.25
Redwood Treefolk	G	C	0.25	0.25	0.25
Relearn	U	U	1.00	0.80	0.45
Revered Unicorn	W	U	0.95	0.50	0.25
Roc Hatchling	R	U	1.00	0.75	0.25
Rogue Elephant	G	C	1.00	0.40	0.25
Sage Owl	U	C	0.25	0.25	0.25
Sawtooth Ogre	R	C	0.25	0.25	0.25
Scorched Ruins	L	R	4.65	3.00	1.90
Serenity	W	R	3.00	3.00	0.70
Serra's Blessing	W	U	2.05	1.85	1.40
Serrated Biskelion	A	U	1.00	0.80	0.50
Shadow Rider	B	C	0.25	0.25	0.25
Shattered Crypt	B	C	0.25	0.25	0.25
Soul Shepherd	W	C	0.25	0.25	0.25
Southern Paladin	W	R	4.00	3.00	1.20
Spinning Darkness	B	C	0.30	0.25	0.25
Steel Golem	A	U	1.00	0.75	0.40
Strands of Night	B	U	0.90	0.50	0.45
Straw Golem	A	U	0.90	0.50	0.25
Striped Bears	G	C	0.25	0.25	0.25
Sylvan Hierophant	G	U	1.00	0.80	0.50
Tariff	W	R	3.50	2.00	0.60
Teferi's Veil	U	U	1.00	0.50	0.25
Tendrils of Despair	B	C	0.25	0.25	0.25
Thran Forge	A	U	0.90	0.50	0.25
Thran Tome	A	R	2.50	1.00	0.60
Thunderbolt	R	C	0.50	0.35	0.25
Thundermare	R	R	6.00	4.95	4.00
Timid Drake	U	U	0.85	0.50	0.25
Tolarian Drake	U	C	0.25	0.25	0.25
Tolarian Entrancer	U	R	3.00	2.75	1.90
Tolarian Serpent	U	R	3.00	2.00	0.55
Touchstone	A	U	1.00	0.50	0.25
Tranquil Grove	G	R	3.50	3.00	1.25
Uktabi Efreet	G	C	0.25	0.25	0.25
Urborg Justice	B	R	3.00	2.00	1.10
Urborg Stalker	B	R	3.00	2.00	0.75
Veteran Explorer	G	U	1.00	0.80	0.50
Vitalize	G	C	0.25	0.25	0.25
Vodalian Illusionist	U	U	1.00	0.50	0.40
Volunteer Reserves	W	U	0.95	0.75	0.25
Wave of Terror	B	R	3.00	1.00	0.65
Well of Knowledge	A	R	3.00	2.50	1.95
Winding Canyons	L	R	3.00	3.00	1.50
Xanthic Statue	A	R	2.50	2.00	1.30
Zombie Scavengers	B	C	0.25	0.25	0.25
Total			266.15	198.45	120.35

Tempest

335 Cards

Tempest Set	205.00	180.00	155.00
Tempest Starter Box	270.00	215.00▲	190.00
Tempest Booster Box	335.00	325.00▲	275.00
Tempest Starter	25.00	22.00▲	15.00
Tempest Booster	14.00	11.00	10.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abandon Hope	B	U	1.00	0.75	0.25
Advance Scout	W	C	0.25	0.25	0.20
Aftershock	R	C	0.25	0.25	0.20
Altar of Dementia	A	R	6.25	6.00	4.80
Aluren	G	R	12.00	10.25▲	9.00
Ancient Runes	R	U	1.00	0.70	0.25
Ancient Tomb	L	U	1.90	1.45▲	1.00
Angelic Protector	W	U	1.00	0.80	0.50
Anoint	W	C	0.25	0.25	0.15
Apes of Rath	G	U	1.00	0.75	0.25
Apocalypse	R	R	4.00	3.50▼	1.30
Armor Sliver	W	U	1.55	1.00	0.50
Armored Pegasus	W	C	0.25	0.25	0.20
Auratog	W	R	4.25	3.45	3.00
Avenging Angel	W	R	5.00	4.35▼	3.40
Barbed Sliver	R	U	1.95	1.25▼	0.85
Bayou Dragonfly	G	C	0.25	0.25	0.15
Bellowing Fiend	B	R	3.00	3.00▲	2.25
Benthic Behemoth	U	R	3.00	3.00	1.45
Blood Frenzy	R	C	0.25	0.25	0.20
Blood Pet	B	C	0.25	0.25	0.20
Boil	R	U	1.70	1.50▲	0.30
Booby Trap	A	R	4.15	4.00	2.90
Bottle Gnomes	A	U	1.70	1.00	0.90
Bounty Hunter	B	R	4.50	3.95	3.15
Broken Fall	G	C	0.25	0.25	0.20
Caldera Lake	L	R	3.65	3.00▼	1.15
Canopy Spider	G	C	0.25	0.25	0.15
Canyon Drake	R	R	3.15	2.50	0.25
Canyon Wildcat	R	C	0.25	0.25	0.15
Capsize	U	C	1.00	0.65▲	0.25
Carrionette	B	R	3.00	3.00	0.35
Chaotic Goo	R	R	3.00	2.00	0.60
Charging Rhino	G	U	1.00	0.75▼	0.25
Chill	U	U	2.05	1.65	1.50
Choke	G	U	1.70	1.25	0.40
Cinder Marsh	L	U	1.15	0.75▼	0.25
Circle of Protection: Black	W	C	0.25	0.25	0.20
Circle of Protection: Blue	W	C	0.25	0.25	0.20
Circle of Protection: Green	W	C	0.25	0.25	0.20
Circle of Protection: Red	W	C	0.25	0.25	0.20
Circle of Protection: Shadow	W	C	0.25	0.25	0.20
Circle of Protection: White	W	C	0.25	0.25	0.20
Clergy en-Vec	W	C	0.25	0.25	0.20
Clot Sliver	B	C	0.50	0.35	0.25
Cloudchaser Eagle	W	C	0.25	0.25	0.20
Coercion	B	C	0.30	0.25	0.20
Coffin Queen	B	R	5.75	4.90▼	4.00
Coiled Tinviper	A	C	0.25	0.25	0.20
Cold Storage	A	R	3.00	2.50	0.75
Commander Greven il-Vec	B	R	6.25	5.50▼	4.60
Corpse Dance	B	R	6.00	4.50▼	3.20
Counterspell	U	C	1.05	0.75	0.25
Crazed Armodon	G	R	3.00	2.50	0.25
Crown of Flames	R	C	0.25	0.25	0.15
Cursed Scroll	A	R	20.00	19.00	14.50
Dark Banishing	B	C	0.35	0.25	0.20
Dark Ritual	B	C	0.45	0.35▲	0.20
Darkling Stalker	B	C	0.25	0.25	0.20
Dauthi Embrace	B	U	1.50	1.10▲	1.00
Dauthi Ghoul	B	U	1.15	1.00	1.00
Dauthi Horror	B	C	0.40	0.30	0.20
Dauthi Marauder	B	C	0.30	0.25	0.25
Dauthi Mercenary	B	U	1.15	1.00	0.90
Dauthi Mindripper	B	U	1.20	0.75▼	0.40
Dauthi Slayer	B	C	0.55	0.40	0.25
Deadshot	R	R	3.00	2.50	0.50
Death Pits of Rath	B	R	4.10	3.90▼	3.10
Diabolic Edict	B	C	2.25	1.90	0.25
Dirtcowl Wurm	G	R	4.90	4.20▼	4.00
Disenchant	W	C	0.30	0.25	0.20
Dismiss	U	U	1.70	1.50	0.70
Disturbed Burial	B	C	0.25	0.25	0.20
Dracoplasm	D	R	3.65	3.00▼	1.50
Dread of Night	B	U	1.35	0.75▼	0.25
Dream Cache	U	C	0.25	0.25	0.15
Dregs of Sorrow	B	R	3.80	3.00▼	0.70
Duplicity	U	R	3.00	2.50	0.25
Earthcraft	G	R	10.25	9.25	7.25
Echo Chamber	A	R	3.00	3.00	2.25
Eladamri's Vineyard	G	R	5.50	4.00▼	3.00
Eladamri, Lord of Leaves	G	R	6.50	6.00	4.30
Elite Javelineer	W	C	0.35	0.25	0.20
Elven Warhounds	G	R	3.15	2.50	0.50
Elvish Fury	G	C	0.30	0.25	0.20
Emerald Medallion	A	R	4.75	4.00▼	3.65
Emmessi Tome	A	R	3.00	2.50	0.20
Endless Scream	B	C	0.25	0.25	0.20
Energizer	A	R	3.00	2.25▼	0.25
Enfeeblement	B	C	0.25	0.25	0.15
Enraging Licid	R	U	1.00	0.95	0.60
Ertai's Meddling	U	R	3.00	3.00	0.55
Escaped Shapeshifter	U	R	3.00	2.75▼	0.65
Essence Bottle	A	U	1.00	0.75	0.25
Evincar's Justice	B	C	0.25	0.25	0.15
Excavator	A	U	1.00	0.95	0.60
Extinction	B	R	4.00	3.25▼	2.40
Fevered Convulsions	B	R	3.25	2.50▼	0.25
Field of Souls	W	R	3.00	2.50▼	0.80
Fighting Drake	U	U	1.00	0.70▼	0.25
Firefly	R	U	1.00	0.95	0.60
Fireslinger	R	C	0.35	0.25	0.15
Flailing Drake	G	U	1.00	0.75	0.25
Flickering Ward	W	U	1.70	1.00	0.85
Flowstone Giant	R	C	0.25	0.25	0.20
Flowstone Salamander	R	U	1.00	1.00	0.65
Flowstone Sculpture	A	R	3.00	2.50▼	0.65
Flowstone Wyvern	R	R	3.00	2.00	0.50
Fool's Tome	A	R	3.00	2.50▲	0.35
Forest (4 ver.)	L	C	0.25	0.25	0.20
Frog Tongue	G	C	0.25	0.25	0.20
Fugitive Druid	G	R	3.00	2.50	0.20
Furnace of Rath	R	R	6.75	5.50▼	4.65
Fylamarid	U	U	1.00	0.75	0.25
Gallantry	W	U	1.00	0.75▼	0.25
Gaseous Form	U	C	0.25	0.25	0.15
Gerrard's Battle Cry	W	R	3.65	2.50▼	0.75
Ghost Town	L	U	1.00	0.75	0.30
Giant Crab	U	C	0.25	0.25	0.15
Giant Strength	R	C	0.25	0.25	0.15
Goblin Bombardment	R	U	1.85	1.55▲	1.00
Gravedigger	B	C	0.35	0.25	0.15
Grindstone	A	R	9.25	6.50	6.00
Hand to Hand	R	R	3.00	3.00	0.25
Hanna's Custody	W	R	3.25	3.00	0.60
Harrow	G	U	1.00	0.75	0.25
Havoc	R	U	1.20	0.75▼	0.25
Heart Sliver	R	C	1.45	0.85▲	0.25
Heartwood Dryad	G	C	0.25	0.25	0.20
Heartwood Giant	G	R	3.00	2.25	0.25
Heartwood Treefolk	G	U	1.00	0.70	0.25
Helm of Possession	A	R	3.25	3.00	2.30
Hero's Resolve	W	C	0.25	0.25	0.20
Horned Sliver	G	U	3.20	2.30	1.35
Horned Turtle	U	C	0.25	0.25	0.15
Humility	W	R	5.25	4.45▼	4.00
Imps' Taunt	B	U	1.00	0.70	0.25
Insight	U	U	1.00	0.75▼	0.50
Interdict	U	U	1.20	0.75▼	0.25
Intuition	U	R	16.25	13.50▲	10.75

Invulnerability	W	U	1.00	0.75	0.25
Island (4 ver.)	L	C	0.25	0.25	0.20
Jackal Pup	R	U	3.00	1.70	1.50
Jet Medallion	A	R	5.00	4.00▼	3.75
Jinxed Idol	A	R	3.65	3.00▼	1.10
Kezzerdrix	B	R	4.00	4.00	0.65
Kindle	R	C	0.30	0.25	0.20
Knight of Dawn	W	U	1.55	1.30▲	1.00
Knight of Dusk	B	U	1.15	0.85	0.55
Krakilin	G	U	1.00	0.95	0.75
Leeching Licid	B	U	1.00	0.50	0.25
Legacy's Allure	U	U	1.10	0.80	0.50
Legerdemain	U	U	1.00	0.75	0.25
Light of Day	W	U	1.35	1.00▼	0.55
Lightning Blast	R	C	0.35	0.25	0.15
Lightning Elemental	R	C	0.30	0.25	0.20
Living Death	B	R	9.75	8.50▼	6.75
Lobotomy	D	U	1.70	1.00▼	0.50
Lotus Petal	A	C	1.50	1.00▼	0.25
Lowland Giant	R	C	0.25	0.15	0.10
Maddening Imp	B	R	3.25	3.00	0.60
Magmasaur	R	R	3.00	3.00	0.25
Magnetic Web	A	R	3.00	2.00	0.20
Mana Severance	U	R	7.25	4.00	2.00
Manakin	A	C	0.30	0.25	0.20
Manta Riders	U	C	0.25	0.25	0.20
Marble Titan	W	R	3.00	2.50▲	0.50
Marsh Lurker	B	C	0.25	0.25	0.15
Master Decoy	W	C	0.25	0.25	0.20
Mawcor	U	R	3.00	2.25▼	0.50
Maze of Shadows	L	U	1.15	0.75▼	0.30
Meditate	U	R	6.00	4.25▼	3.20
Metallic Sliver	A	C	0.65	0.40	0.25
Mindwhip Sliver	B	U	1.05	0.80▼	0.50
Minion of the Wastes	B	R	3.65	3.15▼	1.70
Mirri's Guile	G	R	3.00	3.00	2.80
Mnemonic Sliver	U	U	1.50	1.00	0.55
Mogg Cannon	A	U	1.00	1.00	0.65
Mogg Conscripts	R	C	0.25	0.25	0.20
Mogg Fanatic	R	C	1.50	0.90▲	0.25
Mogg Hollows	L	U	1.15	0.75▼	0.25
Mogg Raider	R	C	0.25	0.25	0.20
Mogg Squad	R	U	1.00	0.75	0.25
Mongrel Pack	G	R	3.00	2.25▼	0.50
Mountain (4 ver.)	L	C	0.25	0.25	0.20
Mounted Archers	W	C	0.25	0.25	0.20
Muscle Sliver	G	C	3.00	2.00	0.25
Natural Spring	G	C	0.25	0.25	0.20
Nature's Revolt	G	R	3.00	3.00	0.95
Needle Storm	G	U	1.00	0.75▼	0.25
No Quarter	R	R	3.00	3.00	2.25
Nurturing Licid	G	U	1.00	0.70	0.25
Opportunist	R	U	1.00	0.95	0.60
Oracle en-Vec	W	R	3.00	3.00	2.25
Orim, Samite Healer	W	R	3.25	3.00	0.35
Orim's Prayer	W	U	1.80	1.25	1.00
Overrun	G	U	2.00	1.70▼	1.25
Pacifism	W	C	0.25	0.25	0.20
Pallimud	R	R	3.00	2.50	0.75
Patchwork Gnomes	A	U	1.00	0.70	0.25
Pearl Medallion	A	R	4.85	4.00▼	3.45
Pegasus Refuge	W	R	3.00	2.25	0.25
Perish	B	U	1.70	1.50	0.85
Phyrexian Grimoire	A	R	3.00	2.25	0.25
Phyrexian Hulk	A	U	1.00	0.70	0.25
Phyrexian Splicer	A	U	1.00	1.00	0.40
Pincher Beetles	G	C	0.25	0.25	0.20
Pine Barrens	L	R	3.50	3.00▼	0.80
Pit Imp	B	C	0.25	0.25	0.15
Plains (4 ver.)	L	C	0.25	0.25	0.15
Power Sink	U	C	0.35	0.25	0.15
Precognition	U	R	3.25	2.50▼	0.50
Propaganda	U	U	3.00	1.70▼	1.35
Puppet Strings	A	U	1.70	1.00	0.50
Quickening Licid	W	U	1.00	0.95	0.60
Rain of Tears	B	U	1.20	0.75▼	0.40
Rampant Growth	G	C	0.30	0.25	0.20
Ranger en-Vec	D	U	1.00	0.75	0.25
Rathi Dragon	R	R	7.00	6.00	5.50
Rats of Rath	B	C	0.25	0.25	0.20
Reality Anchor	G	C	0.25	0.25	0.15
Reanimate	B	U	3.50	2.75▲	1.30
Reap	G	U	1.00	0.70	0.25
Reckless Spite	B	U	1.00	1.00	0.65
Recycle	G	R	3.65	3.00	2.90
Reflecting Pool	L	R	10.00	8.25▼	6.50
Renegade Warlord	R	U	1.00	1.00	0.65
Repentance	W	U	1.00	0.75	0.25
Respite	G	C	0.25	0.25	0.20
Rolling Thunder	R	C	0.30	0.25	0.20
Root Maze	G	R	3.00	2.50▼	0.40
Rootbreaker Wurm	G	C	0.35	0.25	0.20
Rootwalla	G	C	0.25	0.25	0.20
Rootwater Depths	L	U	1.40	1.00	0.65
Rootwater Diver	U	U	1.00	0.70▼	0.25
Rootwater Hunter	U	C	0.30	0.25	0.20
Rootwater Matriarch	U	R	3.00	3.00	2.15
Rootwater Shaman	U	R	3.00	2.25	0.60
Ruby Medallion	A	R	5.75	4.80▼	3.70
Sacred Guide	W	R	3.00	3.00	2.25
Sadistic Glee	B	C	0.25	0.25	0.20
Safeguard	W	R	3.00	2.25	0.25
Salt Flats	L	R	3.30	3.00▼	0.90
Sandstone Warrior	R	C	0.25	0.25	0.15
Sapphire Medallion	A	R	8.75	7.75▲	6.00
Sarcomancy	B	R	6.50	5.75	4.00
Scabland	L	R	4.00	3.50▼	0.60
Scalding Tongs	A	R	3.50	3.00	0.60
Scorched Earth	R	R	3.25	3.00	0.25
Scragnoth	G	U	1.35	0.75▼	0.25
Screeching Harpy	B	U	1.00	1.00	0.65
Scroll Rack	A	R	8.00	7.50	5.50
Sea Monster	U	C	0.25	0.25	0.15
Searing Touch	R	U	1.15	0.75	0.25
Seeker of Skybreak	G	C	0.35	0.25	0.15
Segmented Wurm	D	U	1.00	1.00	0.65
Selenia, Dark Angel	D	R	4.25	3.50▼	2.90
Serene Offering	W	U	1.00	0.75	0.25
Servant of Volrath	B	C	0.25	0.25	0.20
Shadow Rift	U	C	0.30	0.25	0.20
Shadowstorm	R	U	1.00	0.75	0.25
Shatter	R	C	0.25	0.25	0.20
Shimmering Wings	U	C	0.25	0.25	0.15
Shocker	R	R	3.00	2.50▼	1.25
Sky Spirit	D	U	1.00	0.75	0.25
Skyshroud Condor	U	U	1.00	0.70	0.25
Skyshroud Elf	G	C	0.40	0.30	0.20
Skyshroud Forest	L	R	3.25	3.00	1.20
Skyshroud Ranger	G	C	0.25	0.25	0.20
Skyshroud Troll	G	C	0.25	0.25	0.20
Skyshroud Vampire	B	U	1.00	1.00	0.30
Soltari Crusader	W	U	1.00	0.95	0.75
Soltari Emissary	W	R	3.00	2.50▼	0.70
Soltari Foot Soldier	W	C	0.40	0.25	0.20
Soltari Guerrillas	D	R	3.00	3.00	0.85
Soltari Lancer	W	C	0.30	0.25	0.20
Soltari Monk	W	U	1.70	1.50	1.45
Soltari Priest	W	U	2.50	1.85▲	1.50
Soltari Trooper	W	C	0.30	0.25	0.20
Souldrinker	B	U	1.00	1.00	0.65
Spell Blast	U	C	0.25	0.25	0.15
Spike Drone	G	C	0.25	0.25	0.20
Spinal Graft	B	C	0.25	0.25	0.15
Spirit Mirror	W	R	3.00	2.50▼	0.85
Spontaneous Combustion	D	U	1.00	1.00	0.65
Squee's Toy	A	C	0.25	0.25	0.20
Stalking Stones	L	U	1.20	0.75▼	0.30
Starke of Rath	R	R	3.00	2.50	0.45
Static Orb	A	R	6.50	5.75	3.00
Staunch Defenders	W	U	1.10	0.75	0.30
Steal Enchantment	U	U	1.00	0.75	0.45
Stinging Licid	U	U	1.00	0.75	0.25
Stone Rain	R	C	0.25	0.25	0.15
Storm Front	G	U	1.00	0.70	0.25
Stun	R	C	0.25	0.25	0.15
Sudden Impact	R	U	1.00	1.00	0.65
Swamp (4 ver.)	L	C	0.25	0.25	0.20
Tahngarth's Rage	R	U	1.00	0.95	0.60
Talon Sliver	W	C	1.20	0.85▲	0.25
Telethopter	A	U	1.00	1.00	0.65
Thalakos Dreamsower	U	U	1.00	0.75	0.45
Thalakos Lowlands	L	U	1.15	0.75▼	0.30
Thalakos Mistfolk	U	C	0.25	0.25	0.20
Thalakos Seer	U	C	0.25	0.25	0.20
Thalakos Sentry	U	C	0.25	0.25	0.20
Thumbscrews	A	R	3.00	2.50▼	0.25
Time Ebb	U	C	0.25	0.25	0.20
Time Warp	U	R	9.50	8.25▼	6.75
Tooth and Claw	R	R	3.00	2.50	0.25
Torture Chamber	A	R	3.25	2.90	0.25
Tradewind Rider	U	R	9.50	8.00	6.50
Trained Armodon	G	C	0.25	0.25	0.15
Tranquility	G	C	0.25	0.25	0.20
Trumpeting Armodon	G	U	1.00	0.75	0.25
Twitch	U	C	0.25	0.25	0.20
Unstable Shapeshifter	U	R	3.25	3.00	0.55
Vec Townships	L	U	1.15	0.75▼	0.25
Verdant Force	G	R	15.50	12.50▲	10.75
Verdigris	G	U	1.00	0.75	0.25
Vhati il-Dal	D	R	3.00	2.70▼	2.10
Volrath's Curse	U	C	0.25	0.25	0.20
Wall of Diffusion	R	C	0.25	0.25	0.20
Warmth	W	U	1.20	0.75▼	0.25
Wasteland	L	U	5.75	4.45▲	2.60
Watchdog	A	U	1.00	0.75	0.25
Whim of Volrath	U	R	3.80	3.25▼	1.45
Whispers of the Muse	U	U	1.30	0.90▲	0.50
Wild Wurm	R	U	1.00	0.75▼	0.30
Wind Dancer	U	U	1.00	0.70	0.25
Wind Drake	U	C	0.25	0.25	0.15
Winds of Rath	W	R	4.80	3.25▼	1.80
Winged Sliver	U	C	3.10	1.50	0.25
Winter's Grasp	G	U	1.20	0.90▼	0.60
Wood Sage	D	R	3.00	2.50	0.25
Worthy Cause	W	U	1.00	0.75	0.35
Total			698.40	578.95	330.15

Stronghold — 143 Cards

Stronghold Set	105.00	87.00	81.00
Stronghold Preconstructed Deck Box	170.00	135.00	120.00
Stronghold Booster Box	155.00	145.00	135.00
Stronghold Preconstructed Deck	15.25	13.00▲	12.00
Stronghold Booster Pack	5.75	5.00	5.00

CARD NAME	COL	RAR	UPR	MED	LOW
Acidic Sliver	D	U	2.50	1.75▼	1.50
Amok	R	R	3.00	2.00	0.50
Awakening	G	R	4.00	3.00	1.05
Bandage	W	C	0.25	0.25	0.25
Bottomless Pit	B	U	1.50	0.85▼	0.50
Brush With Death	B	C	0.25	0.25	0.25
Bullwhip	A	U	1.00	0.50▼	0.30
Burgeoning	G	R	3.00	3.00	2.00
Calming Licid	W	U	1.00	0.50▼	0.25
Cannibalize	B	C	0.25	0.25	0.20
Carnassid	G	R	3.00	2.00▼	0.70
Change of Heart	W	C	0.25	0.25	0.20
Cloud Spirit	U	C	0.25	0.25	0.25
Constant Mists	G	U	1.00	0.55▼	0.50
Contemplation	W	U	1.00	0.50▼	0.45
Contempt	U	C	0.25	0.25	0.25
Conviction	W	C	0.25	0.25	0.25
Convulsing Licid	R	U	1.00	1.00	0.25
Corrupting Licid	B	U	1.00	1.00	0.50
Craven Giant	R	C	0.25	0.25	0.20
Crossbow Ambush	G	C	0.25	0.25	0.20
Crovax the Cursed	B	R	4.70	3.50▼	2.80
Crystalline Sliver	D	U	7.00	5.75▼	2.30
Dauthi Trapper	B	U	1.25	1.00	0.95
Death Stroke	B	C	0.25	0.25	0.25
Dream Halls	U	R	4.00	3.50▼	2.30
Dream Prowler	U	C	0.25	0.25	0.20
Duct Crawler	R	C	0.25	0.25	0.20
Dungeon Shade	B	C	0.25	0.25	0.25
Elven Rite	G	U	1.00	0.50▼	0.35
Endangered Armodon	G	C	0.25	0.25	0.20
Ensnaring Bridge	A	R	8.00	7.50▼	6.00
Evacuation	U	R	3.00	3.00	0.30
Fanning the Flames	R	U	1.00	0.75▼	0.45
Flame Wave	R	U	1.25	1.00	0.60
Fling	R	C	0.50	0.40	0.25
Flowstone Blade	R	C	0.25	0.25	0.20
Flowstone Hellion	R	U	1.00	0.50▼	0.25
Flowstone Mauler	R	R	3.00	2.00▼	0.25
Flowstone Shambler	R	C	0.25	0.25	0.25
Foul Imp	B	C	0.45	0.25	0.25
Furnace Spirit	R	C	0.25	0.25	0.20
Gliding Licid	U	U	1.00	0.50▼	0.25
Grave Pact	B	R	7.75	6.00▼	5.00
Hammerhead Shark	U	C	0.25	0.25	0.20
Heartstone	A	U	1.50	1.00	0.95
Heat of Battle	R	U	1.00	0.50▼	0.25
Hermit Druid	G	R	4.50	4.00	2.30
Hesitation	U	U	1.00	0.75▼	0.30
Hibernation Sliver	D	U	2.00	1.50	0.65
Hidden Retreat	W	R	3.00	2.00▼	0.25
Honor Guard	W	C	0.25	0.25	0.20
Horn of Greed	A	R	6.50	5.25▼	3.00
Hornet Cannon	A	U	1.00	0.50▼	0.25
Intruder Alarm	U	R	4.50	4.00▼	3.70
Invasion Plans	R	R	3.00	2.00▼	0.25
Jinxed Ring	A	R	3.00	3.00▲	2.00
Lab Rats	B	C	0.25	0.25	0.25
Lancers en-Kor	W	U	1.00	1.00	0.75
Leap	U	C	0.25	0.25	0.20
Lowland Basilisk	G	C	0.25	0.25	0.25
Mana Leak	U	C	1.65	1.25▲	0.30
Mask of the Mimic	U	U	1.00	0.50▼	0.35
Megrim	B	U	3.40	2.50▼	1.75
Mind Games	U	C	0.25	0.25	0.25
Mind Peel	B	U	1.00	0.50▼	0.25
Mindwarper	B	R	3.00	2.00▼	0.50
Mob Justice	R	C	0.25	0.25	0.25
Mogg Bombers	R	C	0.25	0.25	0.25
Mogg Flunkies	R	C	0.35	0.30	0.20
Mogg Infestation	R	R	3.00	3.00	2.00
Mogg Maniac	R	U	1.75	1.35▲	1.00
Morgue Thrull	B	C	0.25	0.25	0.20
Mortuary	B	R	3.00	3.00	0.50
Mox Diamond	A	R	18.00	15.50▲	14.75
Mulch	G	C	0.25	0.25	0.20
Nomads en-Kor	W	C	0.25	0.25	0.25
Overgrowth	G	C	0.25	0.25	0.25
Portcullis	A	R	3.00	2.50▼	0.70
Primal Rage	G	U	1.10	1.00	0.85
Provoke	G	C	0.25	0.25	0.25
Pursuit of Knowledge	W	R	4.00	3.00	0.90
Rabid Rats	B	C	0.25	0.25	0.25
Ransack	U	U	1.00	0.50▼	0.25
Rebound	U	U	1.00	0.75▼	0.25
Reins of Power	U	R	3.00	2.00▼	2.00
Revenant	B	R	3.00	3.00	0.75
Rolling Stones	W	R	3.50	3.00	1.25
Ruination	R	R	3.90	3.00	0.90
Sacred Ground	W	R	4.90	4.00	1.55
Samite Blessing	W	C	0.25	0.25	0.25
Scapegoat	W	U	1.00	0.50▼	0.25
Seething Anger	R	C	0.25	0.25	0.20
Serpent Warrior	B	C	0.25	0.25	0.20
Shaman en-Kor	W	R	4.00	4.00	3.50
Shard Phoenix	R	R	6.00	4.75▼	2.05
Shifting Wall	A	U	1.00	1.00	0.70
Shock	R	C	0.35	0.25	0.25
Sift	U	C	0.25	0.25	0.20
Silver Wyvern	U	R	4.00	4.00	0.80
Skeleton Scavengers	B	R	3.00	2.00▼	0.50
Skyshroud Archer	G	C	0.25	0.25	0.25
Skyshroud Falcon	W	C	0.25	0.25	0.25
Skyshroud Troopers	G	C	0.25	0.25	0.25
Sliver Queen	D	R	33.00	27.00	21.00
Smite	W	C	0.25	0.25	0.25
Soltari Champion	W	R	4.75	4.00	4.00
Spike Breeder	G	R	3.50	3.00	0.95
Spike Colony	G	C	0.25	0.25	0.25
Spike Feeder	G	U	1.50	1.00	0.60
Spike Soldier	G	U	1.00	0.75▼	0.35
Spike Worker	G	C	0.25	0.25	0.25
Spindrift Drake	U	C	0.25	0.25	0.25
Spined Sliver	D	U	2.40	1.65▼	1.35
Spined Wurm	G	C	0.25	0.25	0.25
Spirit en-Kor	W	C	0.25	0.25	0.20
Spitting Hydra	R	R	3.00	3.00	0.50
Stronghold Assassin	B	R	3.00	3.00	2.65
Stronghold Taskmaster	B	U	1.00	0.50▼	0.25
Sword of the Chosen	A	R	3.00	1.00▼	0.55
Temper	W	U	1.00	0.75▼	0.25
Tempting Licid	G	U	1.00	1.00	0.25
Thalakos Deceiver	U	R	3.25	2.90▼	2.10
Tidal Surge	U	C	0.25	0.25	0.20
Tidal Warrior	U	C	0.25	0.25	0.25
Torment	B	C	0.25	0.25	0.25
Tortured Existence	B	C	0.25	0.25	0.20
Venerable Monk	W	C	0.30	0.25	0.20
Verdant Touch	G	R	3.00	3.00	0.80
Victual Sliver	D	U	2.60	1.90	1.50
Volrath's Gardens	G	R	3.00	2.00	0.50
Volrath's Laboratory	A	R	3.00	2.50▼	1.00
Volrath's Shapeshifter	U	R	4.90	4.25▼	3.60
Volrath's Stronghold	L	R	6.00	6.00	4.45
Walking Dream	U	U	1.00	0.50▼	0.25
Wall of Blossoms	G	U	3.00	2.00	1.70
Wall of Essence	W	U	1.00	1.00	0.45
Wall of Razors	R	U	1.00	0.50▼	0.40
Wall of Souls	B	U	1.50	1.20▲	1.00
Wall of Tears	U	U	1.00	0.75▼	0.50
Warrior Angel	W	R	6.00	4.65▼	4.00
Warrior en-Kor	W	U	1.00	0.75▼	0.50
Youthful Knight	W	C	0.25	0.25	0.25
Total			295.75	240.50	151.40

Exodus — 143 Cards

Exodus Set	125.00	105.00▼	92.00
Exodus Booster Box	205.00	190.00▲	180.00
Exodus Precon Starter Deck	17.25	15.25▲	14.00
Exodus Booster	6.25	6.00	5.50

CARD NAME	COL	RAR	UPR	MED	LOW
AEther Tide	U	C	0.25	0.25	0.25
Allay	W	C	0.25	0.25	0.25
Anarchist	R	C	0.25	0.25	0.25
Angelic Blessing	W	C	0.25	0.25	0.25
Avenging Druid	G	C	0.25	0.25	0.25
Bequeathal	G	C	0.25	0.25	0.25
Carnophage	B	C	0.45	0.30	0.25
Cartographer	G	U	0.75	0.50	0.25
Cat Burglar	B	C	0.25	0.25	0.25
Cataclysm	W	R	5.75	4.90▼	2.55
Charging Paladin	W	C	0.25	0.25	0.25
Cinder Crawler	R	C	0.25	0.25	0.25
City of Traitors	L	R	6.00	5.50▲	5.00
Coat of Arms	A	R	19.00	15.25	13.25
Convalescence	W	R	3.75	3.50	0.50
Crashing Boars	G	U	1.00	1.00	0.50
Culling the Weak	B	C	0.25	0.25	0.25
Cunning	U	C	0.25	0.25	0.25
Curiosity	U	U	1.45	1.15▲	1.00
Cursed Flesh	B	C	0.25	0.25	0.25
Dauthi Cutthroat	B	U	1.25	1.00	1.00
Dauthi Jackal	B	C	0.25	0.25	0.25
Dauthi Warlord	B	U	1.35	1.00	1.00
Death's Duet	B	C	0.25	0.25	0.25
Dizzying Gaze	R	C	0.25	0.25	0.25
Dominating Licid	U	R	5.00	4.00	3.00
Elven Palisade	G	U	1.00	0.75	0.25
Elvish Berserker	G	C	0.25	0.25	0.25
Entropic Specter	B	R	3.00	3.00	0.50
Ephemeron	U	R	3.00	3.00	0.50
Equilibrium	U	R	6.00	3.75	2.45
Erratic Portal	A	R	3.00	3.00	0.80
Ertai, Wizard Adept	U	R	8.25	7.00	6.00
Exalted Dragon	W	R	5.00	4.00▼	3.00
Fade Away	U	C	0.25	0.25	0.25
Fighting Chance	R	R	3.00	2.00▼	0.50
Flowstone Flood	R	U	1.00	1.00	0.25
Forbid	U	U	2.70	2.00	1.55
Fugue	B	U	1.00	1.00	0.65
Furnace Brood	R	C	0.25	0.25	0.25
Grollub	B	C	0.25	0.25	0.25
Hatred	B	R	7.00	6.50▲	6.00
High Ground	W	U	1.00	0.75	0.30
Jackalope Herd	G	C	0.25	0.25	0.25
Keeper of the Beasts	G	U	1.00	0.75	0.50
Keeper of the Dead	B	U	1.00	1.00	0.30
Keeper of the Flame	R	U	1.00	0.75	0.25
Keeper of the Light	W	U	1.00	0.50	0.25
Keeper of the Mind	U	U	1.00	1.00	0.65
Killer Whale	U	U	1.00	0.50	0.30
Kor Chant	W	C	0.30	0.25	0.25
Limited Resources	W	R	4.75	4.00	1.45

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Mage il-Vec	R	C	0.25	0.25	0.25
Mana Breach	U	U	1.00	1.00	0.50
Manabond	G	R	3.75	3.00	0.70
Maniacal Rage	R	C	0.25	0.25	0.25
Medicine Bag	A	U	1.00	1.00	0.50
Memory Crystal	A	R	4.00	3.00	2.00
Merfolk Looter	U	C	0.90	0.50	0.30
Mind Maggots	B	U	1.00	0.75	0.25
Mind Over Matter	U	R	6.00	6.00	4.55
Mindless Automaton	A	R	3.00	3.00	0.60
Mirozel	U	U	1.00	0.50	0.25
Mirri, Cat Warrior	G	R	5.50	5.00	2.90
Mogg Assassin	R	U	1.00	0.50	0.25
Monstrous Hound	R	R	3.00	2.50	2.00
Nausea	B	C	0.25	0.25	0.25
Necrologia	B	U	1.00	1.00	0.65
Null Brooch	A	R	4.00	4.00	2.55
Oath of Druids	G	R	13.00	11.50▲	8.75
Oath of Ghouls	B	R	4.00	3.00	0.95
Oath of Lieges	W	R	4.00	3.00▼	0.50
Oath of Mages	R	R	3.00	2.00▼	0.25
Oath of Scholars	U	R	3.00	2.00▼	0.35
Ogre Shaman	R	R	3.00	2.00▼	0.20
Onslaught	R	C	0.25	0.25	0.25
Paladin en-Vec	W	R	6.00	5.25	4.00
Pandemonium	R	R	7.25	6.00	4.55
Paroxysm	R	U	1.00	1.00	0.65
Peace of Mind	W	U	1.00	0.90	0.40
Pegasus Stampede	W	U	1.00	0.75	0.25
Penance	W	U	1.00	1.00	0.75
Pit Spawn	B	R	4.00	3.25▼	2.35
Plaguebearer	B	R	3.00	3.00	2.00
Plated Rootwalla	G	C	0.25	0.25	0.25
Predatory Hunger	G	C	0.25	0.25	0.25
Price of Progress	R	U	1.30	1.00	0.65
Pygmy Troll	G	C	0.25	0.25	0.25
Rabid Wolverines	G	C	0.25	0.25	0.25
Raging Goblin	R	C	0.30	0.25	0.25
Ravenous Baboons	R	R	3.00	2.50▼	0.50
Reaping the Rewards	W	C	0.25	0.25	0.25
Reckless Ogre	R	C	0.25	0.25	0.25
Reclaim	G	C	0.25	0.25	0.25
Reconnaissance	W	U	1.00	0.75	0.25
Recurring Nightmare	B	R	8.00	7.00	6.00
Resuscitate	G	U	1.00	0.75	0.25
Robe of Mirrors	U	C	0.25	0.25	0.25
Rootwater Alligator	G	C	0.25	0.25	0.25
Rootwater Mystic	U	C	0.25	0.25	0.25
Sabertooth Wyvern	R	U	1.00	0.75	0.25
Scalding Salamander	R	U	1.00	1.00	0.65
Scare Tactics	B	C	0.25	0.25	0.25
School of Piranha	U	C	0.25	0.25	0.25
Scrivener	U	U	1.20	1.00	0.65
Seismic Assault	R	R	5.75	5.00	2.45
Shackles	W	C	0.25	0.25	0.25
Shattering Pulse	R	C	0.25	0.25	0.25
Shield Mate	W	C	0.25	0.25	0.25
Skyshaper	A	U	1.00	1.00	0.65
Skyshroud Elite	G	U	1.65	1.20▲	1.00
Skyshroud War Beast	G	R	4.00	3.00	0.50
Slaughter	B	U	1.00	0.75	0.25
Soltari Visionary	W	C	0.35	0.30	0.25
Song of Serenity	G	U	1.00	0.75	0.25
Sonic Burst	R	C	0.30	0.25	0.25
Soul Warden	W	C	1.00	0.85▲	0.30
Spellbook	A	U	1.75	1.15▲	1.00
Spellshock	R	U	1.00	0.90	0.35
Sphere of Resistance	A	R	4.25	3.00	2.75
Spike Cannibal	B	U	1.00	0.50	0.30
Spike Hatcher	G	R	3.00	3.00	0.90
Spike Rogue	G	U	1.00	0.55	0.50
Spike Weaver	G	R	7.00	6.00	5.00
Standing Troops	W	C	0.25	0.25	0.25
Survival of the Fittest	G	R	9.00	7.75▲	7.00
Thalakos Drifters	U	R	3.00	2.50▼	0.35
Thalakos Scout	U	C	0.25	0.25	0.25
Theft of Dreams	U	C	0.25	0.25	0.25
Thopter Squadron	A	R	2.00	2.00	0.55
Thrull Surgeon	B	C	0.25	0.25	0.25
Transmogrifying Licid	A	U	1.00	0.50	0.25
Treasure Hunter	W	U	1.00	1.00	0.65
Treasure Trove	U	U	1.00	1.00	0.25
Vampire Hounds	B	C	0.25	0.25	0.25
Volrath's Dungeon	B	R	3.00	2.00▼	0.25
Wall of Nets	W	R	3.65	3.00	2.25
Wayward Soul	U	C	0.25	0.25	0.25
Welkin Hawk	W	C	0.25	0.25	0.25
Whiptongue Frog	U	C	0.25	0.25	0.25
Wood Elves	G	C	0.25	0.25	0.25
Workhorse	A	R	3.00	2.50▼	0.25
Zealots en-Dal	W	U	1.00	0.50	0.25
Total			284.65	238.95	149.15

350 Cards

Urza's Saga Set			260.00	220.00▼	200.00
Urza's Saga Booster Box			340.00	285.00▲	250.00
Urza's Saga Booster Pack			11.25	9.00▲	6.25
Urza's Saga Starter Box			235.00	185.00▲	150.00
Urza's Saga Starter Deck			25.00	17.00	15.25
Urza's Saga Preconstructed			15.50	13.25▲	10.50

CARD NAME	COL	RAR	UPR	MED	LOW
Absolute Grace	W	U	1.40	1.00	0.80
Absolute Law	W	U	1.40	1.00	0.80
Abundance	G	R	4.75	3.50▼	2.25
Abyssal Horror	B	R	3.00	3.00	0.85
Academy Researchers	U	U	1.00	0.75	0.35
Acidic Soil	R	U	1.00	1.00	0.30
Acridian	G	C	0.25	0.25	0.25
Albino Troll	G	U	2.00	1.50	1.30
Anaconda	G	U	1.00	1.00	0.45
Angelic Chorus	W	R	9.00	8.00	7.00
Angelic Page	W	C	0.25	0.25	0.25
Annul	U	C	0.40	0.25	0.25
Antagonism	R	R	3.00	2.00▼	0.45
Arc Lightning	R	C	0.30	0.25	0.25
Arcane Laboratory	U	U	1.70	1.25	0.90
Argothian Elder	G	U	1.00	1.00	0.75
Argothian Enchantress	G	R	9.75	8.00	7.00
Argothian Swine	G	C	0.25	0.25	0.25
Argothian Wurm	G	R	6.00	5.00	5.00
Attunement	U	R	4.00	3.50▼	1.90
Back to Basics	U	R	5.50	4.50	2.90
Barrin, Master Wizard	U	R	3.00	3.00	0.90
Barrin's Codex	A	R	3.00	2.00▼	1.05
Bedlam	R	R	3.00	2.25▼	0.75
Befoul	B	C	0.35	0.25	0.25
Bereavement	B	U	1.00	1.00	0.30
Blanchwood Armor	G	U	1.65	1.50▲	1.15
Blanchwood Treefolk	G	C	0.25	0.25	0.25
Blasted Landscape	L	U	1.00	0.75	0.45
Blood Vassal	B	C	0.25	0.25	0.25
Bog Raiders	B	C	0.25	0.25	0.25
Brand	R	R	3.40	2.25▼	0.80
Bravado	R	C	0.25	0.25	0.25
Breach	B	C	0.25	0.25	0.25
Brilliant Halo	W	C	0.25	0.25	0.25
Bull Hippo	G	U	1.00	1.00	0.50
Bulwark	R	R	3.00	2.00▼	0.45
Cackling Fiend	B	C	0.25	0.25	0.25
Carpet of Flowers	G	U	1.00	1.00	0.45
Carrion Beetles	B	C	0.25	0.25	0.25
Catalog	U	C	0.25	0.25	0.25
Catastrophe	W	R	5.00	5.00	2.75
Cathodion	A	U	1.00	1.00	0.50
Cave Tiger	G	C	0.25	0.25	0.25
Child of Gaea	G	R	7.50	6.00	5.00
Chimeric Staff	A	R	5.00	3.75▼	2.90
Citanul Centaurs	G	R	4.00	3.50▼	1.35
Citanul Flute	A	R	4.50	3.00	2.90
Citanul Hierophants	G	R	4.75	2.90▼	2.00
Claws of Gix	A	U	1.40	1.00	0.65
Clear	W	U	1.00	1.00	0.30
Cloak of Mists	U	C	0.35	0.25	0.25
Confiscate	U	U	1.55	1.00	0.90
Congregate	W	C	1.00	0.75	0.35
Contamination	B	R	5.25	4.40	4.00
Copper Gnomes	A	R	3.00	2.00▼	1.05
Coral Merfolk	U	C	0.25	0.25	0.25
Corrupt	B	C	0.50	0.40▲	0.25
Cradle Guard	G	U	1.00	1.00	0.50
Crater Hellion	R	R	5.00	5.00	4.00
Crazed Skirge	B	U	1.00	0.75	0.30
Crosswinds	G	U	1.00	0.75	0.30
Crystal Chimes	A	U	1.00	1.00	0.30
Curfew	U	C	0.25	0.25	0.25
Dark Hatchling	B	R	3.50	2.00▼	0.75
Dark Ritual	B	C	0.50	0.40▲	0.25
Darkest Hour	B	R	4.00	3.75▼	1.85
Defensive Formation	W	U	1.00	0.75	0.30
Despondency	B	C	0.25	0.25	0.25
Destructive Urge	R	U	1.00	1.00	0.25
Diabolic Servitude	B	U	1.00	1.00	0.35
Disciple of Grace	W	C	0.25	0.25	0.25
Disciple of Law	W	C	0.25	0.25	0.25
Discordant Dirge	B	R	2.90	2.00▼	0.70
Disenchant	W	C	0.40	0.25	0.25
Disorder	R	U	1.20	1.00	1.00
Disruptive Student	U	C	0.25	0.25	0.25
Douse	U	U	1.00	1.00	0.55
Dragon Blood	A	U	1.40	1.00	0.90
Drifting Djinn	U	R	3.75	2.50▼	0.75
Drifting Meadow	L	C	0.25	0.25	0.25
Dromosaur	R	C	0.25	0.25	0.25
Duress	B	C	1.65	1.25▲	0.80
Eastern Paladin	B	R	5.00	4.00	1.90
Electryte	R	R	2.75	2.00	0.75
Elite Archers	W	R	4.00	3.50	1.15
Elvish Herder	G	C	0.25	0.25	0.25
Elvish Lyrist	G	C	0.50	0.25	0.25
Enchantment Alteration	U	U	1.00	1.00	0.50
Endless Wurm	G	R	6.00	5.00	3.65
Endoskeleton	A	U	1.00	0.75	0.30
Energy Field	U	R	5.00	4.75	4.05
Exhaustion	U	U	1.00	1.00	0.45
Exhume	B	C	1.55	0.95▲	0.25
Exploration	G	R	15.00	13.50▲	10.00
Expunge	B	C	0.25	0.25	0.25
Faith Healer	W	R	3.00	2.50▼	0.70
Falter	R	C	0.25	0.25	0.25
Fault Line	R	R	4.00	3.50▼	1.25
Fecundity	G	U	1.00	1.00	0.60
Fertile Ground	G	C	0.25	0.25	0.25
Fiery Mantle	R	C	0.25	0.25	0.25
Fire Ants	R	U	1.00	0.75	0.30
Flesh Reaver	B	U	1.40	1.00	0.65
Fluctuator	A	R	6.50	6.00	5.00
Fog Bank	U	U	1.65	1.00	1.00
Forest (4 Versions)	L	L	0.25	0.25▲	0.10
Fortitude	G	C	0.25	0.25	0.25
Gaea's Bounty	G	C	0.25	0.25	0.25
Gaea's Cradle	L	R	20.00	18.00	15.50
Gaea's Embrace	G	U	1.80	1.40	1.00
Gamble	R	R	4.00	4.00	3.55
Gilded Drake	U	R	8.00	7.00	6.00
Glorious Anthem	W	R	9.00	8.00	7.00
Goblin Cadets	R	U	1.70	1.00	1.00
Goblin Lackey	R	U	4.50	3.95▲	2.00
Goblin Matron	R	C	0.45	0.30	0.25
Goblin Offensive	R	U	2.55	1.75▲	1.00
Goblin Patrol	R	C	0.35	0.25	0.25
Goblin Raider	R	C	0.25	0.25	0.25
Goblin Spelunkers	R	C	0.25	0.25	0.25
Goblin War Buggy	R	C	0.25	0.25	0.25
Gorilla Warrior	G	C	0.25	0.25	0.25
Grafted Skullcap	A	R	5.25	4.00	3.45
Great Whale	U	R	5.50	3.00▼	2.20
Greater Good	G	R	3.40	2.05▼	1.00
Greener Pastures	G	R	3.00	2.00▼	0.45
Guma	R	U	1.00	1.00	0.30
Hawkeater Moth	G	U	1.00	0.75	0.50
Headlong Rush	R	C	0.25	0.25	0.25
Healing Salve	W	C	0.25	0.25	0.25
Heat Ray	R	C	0.30	0.25	0.25
Herald of Serra	W	R	5.00	4.00	2.70
Hermetic Study	U	C	0.30	0.25	0.25
Hibernation	U	U	2.00	1.50	0.80
Hidden Ancients	G	U	1.00	1.00	0.45
Hidden Guerrillas	G	U	1.00	1.00	0.50
Hidden Herd	G	R	3.00	3.00	1.00
Hidden Predators	G	R	3.00	2.50▼	0.70
Hidden Spider	G	C	0.25	0.25	0.25
Hidden Stag	G	R	2.40	2.00	0.65
Hollow Dogs	B	C	0.25	0.25	0.25
Hopping Automaton	A	U	1.00	1.00	0.50
Horseshoe Crab	U	C	0.25	0.25	0.25
Humble	W	U	1.00	1.00	0.40
Hush	G	C	0.25	0.25	0.25
Ill-Gotten Gains	B	R	3.75	3.00	1.35
Imaginary Pet	U	R	3.00	2.25▼	0.70
Intrepid Hero	W	R	5.00	4.00	3.75
Island (4 Versions)	L	L	0.25	0.25▲	0.10
Jagged Lightning	R	U	1.00	1.00	0.30
Karn, Silver Golem	A	R	6.50	6.00	5.50
Launch	U	C	0.25	0.25	0.25
Lay Waste	R	C	0.25	0.25	0.25
Lifeline	A	R	10.00	7.00	7.00
Lightning Dragon	R	R	8.00	8.00	7.50
Lilting Refrain	U	U	1.00	1.00	0.90
Lingering Mirage	U	U	1.00	0.75	0.30
Looming Shade	B	C	0.25	0.25	0.25
Lotus Blossom	A	R	4.00	3.75	2.65
Lull	G	C	0.25	0.25	0.25
Lurking Evil	B	R	3.75	2.25▼	1.05
Mana Leech	B	U	1.00	0.75	0.30
Meltdown	R	U	1.00	1.00	0.50
Metrognome	A	R	3.00	2.50▼	0.65
Midsummer Revel	G	R	3.75	2.85▼	2.00
Mishra's Helix	A	R	6.00	5.50	5.00
Mobile Fort	A	U	1.00	0.75	0.30
Monk Idealist	W	U	1.00	1.00	0.45
Monk Realist	W	C	0.25	0.25	0.25
Morphling	U	R	30.00	26.00	22.00
Mountain (4 Versions)	L	L	0.25	0.25▲	0.10
No Rest for the Wicked	B	U	1.00	1.00	0.50
Noetic Scales	A	R	2.90	2.00▼	1.05
Okk	R	R	3.00	2.25▼	0.95
Opal Acrolith	W	U	1.00	1.00	0.30
Opal Archangel	W	R	5.00	3.70	2.95
Opal Caryatid	W	C	0.25	0.25	0.25
Opal Gargoyle	W	C	0.25	0.25	0.25
Opal Titan	W	R	3.00	2.50▼	1.15
Oppression	B	R	4.00	3.50▼	0.90
Order of Yawgmoth	B	U	1.00	1.00	0.50
Outmaneuver	R	U	1.00	1.00	0.30
Pacifism	W	C	0.25	0.25	0.25
Parasitic Bond	B	U	1.00	0.75	0.30
Pariah	W	R	4.75	4.00	4.00
Path of Peace	W	C	0.25	0.25	0.25
Pegasus Charger	W	C	0.25	0.25	0.25
Pendrell Drake	U	C	0.25	0.25	0.25
Pendrell Flux	U	C	0.25	0.25	0.25
Peregrine Drake	U	U	1.00	1.00	0.50
Persecute	B	R	6.50	6.00	5.00
Pestilence	B	C	0.25	0.25	0.25
Phyrexian Colossus	A	R	6.00	5.00	3.50
Phyrexian Ghoul	B	C	0.25	0.25	0.25
Phyrexian Processor	A	R	10.00	7.00	5.50
Phyrexian Tower	L	R	5.00	5.00	2.40
Pit Trap	A	U	1.00	0.75	0.30
Plains (4 Versions)	L	L	0.25	0.25▲	0.10
Planar Birth	W	R	4.00	3.75▼	1.80
Planar Void	B	U	1.55	1.00	1.00
Polluted Mire	L	C	0.25	0.25	0.25
Pouncing Jaguar	G	C	0.30	0.25	0.25
Power Sink	U	C	0.25	0.25	0.25
Power Taint	U	C	0.25	0.25	0.25
Presence of the Master	W	U	1.00	1.00	0.45
Priest of Gix	B	U	1.90	1.50	0.85
Priest of Titania	G	C	3.20	2.40▲	0.85
Purging Scythe	A	R	3.00	2.50▼	0.65
Rain of Filth	B	U	1.00	1.00	0.45
Rain of Salt	R	U	1.00	1.00	0.45
Ravenous Skirge	B	C	0.25	0.25	0.25
Raze	R	C	0.25	0.25	0.25
Recantation	U	R	2.90	2.00▼	0.90
Reclusive Wight	B	U	1.00	1.00	0.50
Redeem	W	U	1.00	1.00	0.50
Reflexes	R	C	0.25	0.25	0.25
Rejuvenate	G	C	0.25	0.25	0.25
Remembrance	W	R	3.00	3.00	1.40
Remote Isle	L	C	0.25	0.25	0.25
Reprocess	B	R	3.00	2.75▼	0.45
Rescind	U	C	0.25	0.25	0.25
Retaliation	G	U	1.00	0.75	0.30
Retromancer	R	C	0.25	0.25	0.25
Rewind	U	C	1.50	1.10	0.50
Rumbling Crescendo	R	R	3.75	2.50▼	0.75
Rune of Protection: Artifacts	W	U	1.00	1.00	0.45
Rune of Protection: Black	W	C	0.25	0.25	0.25
Rune of Protection: Blue	W	C	0.25	0.25	0.25
Rune of Protection: Green	W	C	0.25	0.25	0.25
Rune of Protection: Lands	W	R	3.00	2.25▼	0.65
Rune of Protection: Red	W	C	0.25	0.25	0.25
Rune of Protection: White	W	C	0.25	0.25	0.25
Sanctum Custodian	W	C	0.25	0.25	0.25
Sanctum Guardian	W	U	1.00	1.00	1.00
Sandbar Merfolk	U	C	0.25	0.25	0.25
Sandbar Serpent	U	U	1.00	0.75	0.30
Sanguine Guard	B	U	1.00	1.00	0.45
Scald	R	U	1.45	1.00	0.45
Scoria Wurm	R	R	3.00	2.00▼	1.05
Scrap	R	C	0.25	0.25	0.25
Seasoned Marshal	W	U	1.00	1.00	0.45
Serra Avatar	W	R	23.00	20.00▲	17.00
Serra Zealot	W	C	0.25	0.25	0.25
Serra's Embrace	W	U	2.25	1.05	1.00
Serra's Hymn	W	U	1.00	0.75	0.30
Serra's Liturgy	W	R	3.00	1.50▼	0.55
Serra's Sanctum	L	R	6.00	5.00	5.00
Shimmering Barrier	W	U	1.00	0.75	0.30
Shiv's Embrace	R	U	1.20	1.00	0.70
Shivan Gorge	L	R	4.75	3.50▼	1.95
Shivan Hellkite	R	R	8.00	7.00	6.25
Shivan Raptor	R	U	1.00	1.00	0.45
Show and Tell	U	R	4.00	3.75▼	1.60
Shower of Sparks	R	C	0.25	0.25	0.25
Sicken	B	C	0.25	0.25	0.25
Silent Attendant	W	C	0.25	0.25	0.25
Skirge Familiar	B	U	1.00	1.00	0.45
Skittering Skirge	B	C	0.25	0.25	0.25
Sleeper Agent	B	R	3.00	3.00	1.40
Slippery Karst	L	C	0.25	0.25	0.25
Smokestack	A	R	6.50	5.00	4.00
Smoldering Crater	L	C	0.25	0.25	0.25
Sneak Attack	R	R	12.00	10.00	8.50
Sornnophore	U	R	4.00	3.25	1.80
Songstitcher	W	U	1.00	0.75	0.30
Soul Sculptor	W	R	3.00	2.25▼	1.30
Spined Fluke	B	U	1.00	1.00	0.55
Spire Owl	U	C	0.25	0.25	0.25
Sporogenesis	G	R	2.90	2.00▼	0.75
Spreading Algae	G	U	1.00	1.00	0.50
Steam Blast	R	U	1.20	1.00	1.00
Stern Proctor	U	U	1.00	1.00	0.30
Stroke of Genius	U	R	9.50	8.00	8.00
Sulfuric Vapors	R	R	3.90	3.00	0.90
Sunder	U	R	3.00	3.00	1.75
Swamp (4 Versions)	L	L	0.25	0.25▲	0.10
Symbiosis	G	C	0.25	0.25	0.25
Tainted AEther	B	R	3.90	3.00	1.10
Telepathy	U	U	1.00	1.00	0.50
Temporal Aperture	A	R	4.25	4.00	2.70
Thran Quarry	L	R	6.00	5.25	5.00
Thran Turbine	A	U	1.00	1.00	0.65
Thundering Giant	R	U	1.00	0.75	0.30
Time Spiral	U	R	7.00	6.00▼	5.50
Titania's Boon	G	U	1.00	1.00	0.50
Titania's Chosen	G	U	2.40	1.75▲	1.00
Tolarian Academy	L	R	15.50	10.50▲	8.00
Tolarian Winds	U	C	0.25	0.25	0.25
Torch Song	R	U	1.00	1.00	0.45
Treefolk Seedlings	G	U	1.00	1.00	0.30
Treetop Rangers	G	C	0.25	0.25	0.25
Turnabout	U	U	1.70	1.10▲	1.00
Umbilicus	A	R	3.00	3.00	1.60
Unnerve	B	C	0.25	0.25	0.25
Unworthy Dead	B	C	0.25	0.25	0.25
Urza's Armor	A	U	1.00	1.00	0.95
Vampiric Embrace	B	U	1.55	1.00	1.00
Vebulid	B	R	2.50	2.00▼	1.05
Veil of Birds	U	C	0.25	0.25	0.25
Veiled Apparition	U	U	1.00	1.00	0.90
Veiled Crocodile	U	R	2.40	2.00	0.45
Veiled Sentry	U	U	1.00	1.00	0.30
Veiled Serpent	U	C	0.25	0.25	0.25
Venomous Fangs	G	C	0.25	0.25	0.25
Vernal Bloom	G	R	4.25	3.00	2.10
Viashino Outrider	R	C	0.25	0.25	0.25
Viashino Runner	R	C	0.25	0.25	0.25
Viashino Sandswimmer	R	R	3.00	2.00▼	0.65
Viashino Weaponsmith	R	C	0.25	0.25	0.25
Victimize	B	U	1.00	1.00	1.00
Vile Requiem	B	U	1.00	1.00	0.30
Voice of Grace	W	U	1.00	1.00	0.75
Voice of Law	W	U	1.00	1.00	0.65
Voltaic Key	A	U	4.50	4.00	3.00
Vug Lizard	R	U	1.00	1.00	0.50
Wall of Junk	A	U	1.30	1.00	0.40
War Dance	G	U	1.20	1.00	0.50
Waylay	W	U	1.80	1.00	0.95
Western Paladin	B	R	4.75	3.50	1.90
Whetstone	A	R	3.00	3.00	1.20
Whirlwind	G	R	3.00	3.00	2.00
Wild Dogs	G	C	0.40	0.30	0.25
Wildfire	R	R	5.00	3.00	2.25
Windfall	U	U	1.00	1.00	0.95
Winding Wurm	G	C	0.25	0.25	0.25
Wirecat	A	U	1.00	1.00	0.50
Witch Engine	B	R	3.00	2.40▼	0.90
Wizard Mentor	U	C	0.25	0.25	0.25
Worn Powerstone	A	U	1.50	1.10	1.00
Worship	W	R	9.00	8.00	7.25
Yawgmoth's Edict	B	U	1.00	1.00	0.30
Yawgmoth's Will	B	R	8.50	7.00▲	5.75
Zephid	U	R	3.00	2.75▼	1.10
Zephid's Embrace	U	U	1.00	1.00	0.95
Total			764.60	637.50	435.55

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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143 Cards

Complete Set	110.00	89.00▼	81.00
Foil Set	585.00	425.00▼	250.00
Booster Box	310.00	285.00▲	230.00
Pre-con Decks	17.00	15.50▲	13.50
Booster Pack	10.00	9.25▲	8.75
Foil Rares	UR 10.00	8.00	5.25
Foil Uncommons	UR 4.75	3.50▲	2.25
Foil Commons	UR 2.15	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Defense of the Heart	G	R	12.50	11.00▲	8.50
Deranged Hermit	G	R	24.00	14.00▼	12.25
Goblin Welder	R	R	17.50	15.00▲	8.00
Grim Monolith	A	R	26.00	18.50▲	14.00
Might of Oaks	G	R	17.50	15.00▲	14.25
Multani, Maro-Sorcerer	G	R	17.00	15.00▲	11.25
No Mercy	B	R	14.00	11.00▲	10.00
Palinchron	U	R	23.00	13.50▲	10.00
Radiant, Archangel	W	R	37.00	20.00	14.25
Ring of Gix	A	R	17.50	15.00	9.75

CARD NAME	COL	RAR	UPR	MED	LOW
About Face	R	C	0.25	0.25	0.25
Angelic Curator	W	C	0.30	0.25	0.20
Angel's Trumpet	A	U	1.00	0.50	0.25
Anthroplasm	U	R	3.00	2.50▼	1.00
Archivist	U	R	4.00	3.00▼	1.90
Aura Flux	U	C	0.25	0.25	0.25
Avalanche Riders	R	U	2.00	1.50	1.30
Beast of Burden	A	R	4.75	3.80▼	3.00
Blessed Reversal	W	R	4.00	3.00▼	1.45
Bloated Toad	G	U	1.00	0.65	0.30
Bone Shredder	B	U	1.00	1.00	0.80
Bouncing Beebles	U	C	0.25	0.25	0.25
Brink of Madness	B	R	4.00	2.00▼	1.20
Burst of Energy	W	C	0.25	0.25	0.25
Cessation	W	C	0.25	0.25	0.25
Cloud of Faeries	U	C	0.95	0.60▲	0.25
Crawlspace	A	R	4.75	4.00	3.20
Crop Rotation	G	C	0.25	0.25	0.25
Damping Engine	A	R	3.50	2.50▼	0.80
Darkwatch Elves	G	U	1.00	0.90	0.35
Defender of Chaos	R	C	0.25	0.25	0.25
Defender of Law	W	C	0.25	0.25	0.25
Defense Grid	A	R	6.25	4.75	3.25
Defense of the Heart	G	R	8.00	6.00	5.00
Delusions of Mediocrity	U	R	4.75	4.00	1.30
Deranged Hermit	G	R	10.00	8.00	8.00
Devout Harpist	W	C	0.25	0.25	0.25
Engineered Plague	B	U	1.85	1.40	1.10
Erase	W	C	0.25	0.25	0.25
Eviscerator	B	R	4.75	2.75▼	0.65
Expendable Troops	W	C	0.25	0.25	0.25
Faerie Conclave	L	U	1.95	1.50	1.05
Fleeting Image	U	R	3.90	3.00▼	0.80
Fog of Gnats	B	C	0.30	0.25	0.25
Forbidding Watchtower	L	U	1.40	1.00	0.55
Frantic Search	U	C	0.75	0.50	0.25
Gang of Elk	G	U	1.00	0.75	0.30
Ghitu Encampment	L	U	1.70	1.00	0.65
Ghitu Fire-Eater	R	U	1.00	1.00	0.70
Ghitu Slinger	R	C	0.35	0.25	0.25
Ghitu War Cry	R	U	1.00	0.65	0.30
Giant Cockroach	B	C	0.25	0.25	0.25
Goblin Medics	R	C	0.25	0.25	0.25
Goblin Welder	R	R	6.00	4.00	3.00
Granite Grip	R	C	0.25	0.25	0.25
Grim Monolith	A	R	10.25	9.00▲	7.75
Harmonic Convergence	G	U	1.00	1.00	0.40
Hidden Gibbons	G	R	4.50	3.90▼	3.15
Hope and Glory	W	U	1.00	0.65	0.30
Impending Disaster	R	R	4.00	2.25▼	0.65
Intervene	U	C	0.25	0.25	0.25
Iron Maiden	A	R	4.00	2.75▼	2.10
Iron Will	W	C	0.25	0.25	0.25
Jhoira's Toolbox	A	U	0.75	0.50	0.40
Karmic Guide	W	R	3.40	2.75▼	1.35
King Crab	U	U	0.95	0.50	0.25
Knighthood	W	U	1.00	1.00	0.50
Last-Ditch Effort	R	U	1.00	0.90	0.30
Lava Axe	R	C	0.25	0.25	0.25
Levitation	U	U	1.00	0.90	0.30
Lone Wolf	G	U	1.00	0.75	0.25
Lurking Skirge	B	R	3.00	2.50▼	0.90
Martyr's Cause	W	U	1.00	0.65	0.30
Memory Jar	A	R	4.85	4.00	3.15
Might of Oaks	G	R	7.50	7.00	4.75
Miscalculation	U	C	0.25	0.25	0.25
Molten Hydra	R	R	3.40	3.00	1.65
Mother of Runes	W	U	3.50	2.50	1.75
Multani, Maro-Sorcerer	G	R	7.00	6.00▼	4.00
Multani's Acolyte	G	C	0.25	0.25	0.25
Multani's Presence	G	U	3.75	1.15▲	1.00
No Mercy	B	R	6.00	5.00	4.20
Opal Avenger	W	R	3.65	3.00▼	2.75
Opal Champion	W	C	0.25	0.25	0.25
Opportunity	U	U	1.40	1.00	0.45
Ostracize	B	C	0.25	0.25	0.25
Palinchron	U	R	6.50	5.25▼	4.50
Parch	R	C	0.25	0.25	0.25
Peace and Quiet	W	U	1.00	0.90	0.30
Phyrexian Broodlings	B	C	0.25	0.25	0.25
Phyrexian Debaser	B	C	0.25	0.25	0.20
Phyrexian Defiler	B	U	1.00	0.90	0.50
Phyrexian Denouncer	B	C	0.25	0.25	0.25
Phyrexian Plaguelord	B	R	5.00	4.75	3.60
Phyrexian Reclamation	B	U	1.00	1.00	0.95
Plague Beetle	B	C	0.25	0.25	0.25
Planar Collapse	W	R	4.00	2.50▼	0.95
Purify	W	R	4.00	3.00▼	0.80
Pygmy Pyrosaur	R	C	0.25	0.25	0.25
Pyromancy	R	R	3.40	3.00	1.40
Quicksilver Amulet	A	R	6.50	5.00	4.40
Rack and Ruin	R	U	1.25	1.00	0.70
Radiant, Archangel	W	R	8.00	7.25▼	4.40
Radiant's Dragoons	W	U	1.40	1.00	0.40
Radiant's Judgment	W	C	5.00	0.30	0.25
Rancor	G	C	2.60	2.40▲	0.50
Rank and File	B	U	1.00	0.65	0.30
Raven Familiar	U	U	1.00	1.00	0.55
Rebuild	U	U	1.00	0.90	0.30
Repopulate	G	C	0.25	0.25	0.25
Ring of Gix	A	R	6.75	4.25▼	1.95
Rivalry	R	R	3.00	2.40▼	0.75
Scrapheap	A	R	3.00	2.40▼	0.65
Second Chance	U	R	4.00	3.00▼	1.70
Shivan Phoenix	R	R	5.75	3.50▼	1.80
Sick and Tired	B	C	0.25	0.25	0.25
Silk Net	G	C	0.25	0.25	0.25
Simian Grunts	G	C	0.25	0.25	0.25
Sleeper's Guile	B	C	0.25	0.25	0.25
Slow Motion	U	C	0.25	0.25	0.25
Sluggishness	R	C	0.25	0.25	0.25
Snap	U	C	0.45	0.30	0.25
Spawning Pool	L	U	1.50	1.00	0.50
Subversion	B	R	4.00	3.75▼	2.25
Sustainer of the Realm	W	U	1.00	0.90	0.40
Swat	B	C	0.25	0.25	0.25
Tethered Skirge	B	U	1.00	0.65	0.30
Thornwind Faeries	U	C	0.40	0.25	0.25
Thran Lens	A	R	4.75	3.50▼	1.10
Thran War Machine	A	U	1.00	0.65	0.30
Thran Weaponry	A	R	3.40	2.25▼	0.65
Ticking Gnomes	A	U	1.00	1.00	0.40
Tinker	U	U	2.65	1.95▲	1.40
Tragic Poet	W	C	0.25	0.25	0.25
Treacherous Link	B	U	1.00	0.90	0.30
Treefolk Mystic	G	C	0.25	0.25	0.25
Treetop Village	L	U	3.15	2.40▲	1.95
Unearth	B	C	0.25	0.25	0.25
Urza's Blueprints	A	R	3.00	2.50▼	2.20
Viashino Bey	R	C	0.25	0.25	0.20
Viashino Cutthroat	R	U	1.00	1.00	0.65
Viashino Heretic	R	U	1.00	1.00	0.40
Viashino Sandscout	R	C	0.25	0.25	0.25
Vigilant Drake	U	C	0.25	0.25	0.25
Walking Sponge	U	U	0.95	0.50	0.30
Weatherseed Elf	G	C	0.25	0.25	0.25
Weatherseed Faeries	U	C	0.25	0.25	0.25
Weatherseed Treefolk	G	R	6.00	4.50▼	4.00
Wheel of Torture	A	R	4.00	3.00▼	0.95
Wing Snare	G	U	1.00	0.90	0.30
Yavimaya Granger	G	C	0.25	0.25	0.25
Yavimaya Scion	G	C	0.25	0.25	0.25
Yavimaya Wurm	G	C	0.35	0.25	0.25
Total			299.10	230.40	147.90

143 Cards

Complete Set	115.00	96.00	91.00
Foil Set	1005.00	830.00▲	670.00
Booster Box	240.00	215.00▼	195.00
Pre-Constructed Deck	17.75	13.75▼	12.25
Booster Pack	9.00	7.25▲	7.00
Foil Rares	UR 10.00	8.50▲	6.25
Foil Uncommons	UR 6.50	3.00	2.25
Foil Commons	UR 2.15	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Covetous Dragon	R	R	20.00	14.00▼	12.00
Elvish Piper	G	R	18.75	15.00	12.50
Masticore	A	R	40.00	36.00▲	28.00
Opposition	U	R	23.00	15.00	12.50
Powder Keg	A	R	20.00	15.00	12.00

CARD NAME	COL	RAR	UPR	MED	LOW
Replenish	W	R	22.00	12.00	8.75
Rofellos, Llanowar Emissary	G	R	15.00	13.50▼	9.75
Thorn Elemental	G	R	15.75	14.00▼	11.75
Treachery	U	R	16.50	11.50▼	9.50
Yawgmoth's Bargain	B	R	14.50	12.00	8.50
Academy Rector	W	R	6.75	6.00	5.50
Æther Sting	R	U	1.00	0.50▼	0.30
Ancient Silverback	G	R	4.00	3.50▼	1.30
Apprentice Necromancer	B	R	3.00	3.00	1.60
Archery Training	W	U	1.00	0.50▼	0.30
Attrition	B	R	4.00	3.00▼	1.40
Aura Thief	U	R	4.00	3.00▼	1.80
Blizzard Elemental	U	R	4.00	3.00▼	1.35
Bloodshot Cyclops	R	R	4.00	3.00▼	0.50
Body Snatcher	B	R	4.00	3.00▼	0.50
Braidwood Cup	A	U	1.00	0.50▼	0.30
Braidwood Sextant	A	U	1.00	1.00▲	0.50
Brass Secretary	A	U	1.00	1.00▲	0.50
Brine Seer	U	U	1.00	0.50▼	0.30
Bubbling Beebles	U	C	0.25	0.25	0.10
Bubbling Muck	B	C	0.25	0.25	0.15
Caltrops	A	U	1.00	1.00	0.25
Capashen Knight	W	C	0.25	0.25	0.10
Capashen Standard	W	C	0.25	0.25	0.10
Capashen Templar	W	C	0.25	0.25	0.10
Carnival of Souls	B	R	3.00	2.00▼	0.25
Chime of Night	B	C	0.25	0.25	0.10
Cinder Seer	R	U	1.00	0.50▼	0.25
Colos Yearling	R	C	0.25	0.25	0.10
Compost	G	U	2.05	1.25▼	1.00
Covetous Dragon	R	R	7.00	5.50▼	4.70
Disappear	U	U	1.00	0.50▼	0.25
Disease Carriers	B	C	0.25	0.25	0.10
Donate	U	R	5.25	5.00	4.85
Dying Wail	B	C	0.25	0.25	0.10
Elvish Lookout	G	C	0.25	0.25	0.10
Elvish Piper	G	R	10.50	8.00	7.50
Emperor Crocodile	G	R	4.75	3.90▼	1.85
Encroach	B	U	1.00	0.50	0.25
Eradicate	B	U	1.95	1.65▲	1.15
Extruder	A	U	1.00	0.50	0.25
False Prophet	W	R	4.00	3.00▼	1.60
Fatigue	U	C	0.25	0.25	0.10
Fend Off	W	C	0.25	0.25	0.10
Festering Wound	B	U	1.00	0.50	0.25
Field Surgeon	W	C	0.25	0.25	0.10
Flame Jet	R	C	0.25	0.25	0.15
Fledgling Osprey	U	C	0.25	0.25	0.10
Flicker	W	R	3.00	3.00	0.30
Fodder Cannon	A	U	1.00	0.50▼	0.25
Gamekeeper	G	U	1.00	0.50	0.25
Goblin Berserker	R	U	1.00	0.50▼	0.25
Goblin Festival	R	R	4.00	2.50▼	0.50
Goblin Gardener	R	C	0.25	0.25	0.10
Goblin Marshal	R	R	4.60	4.00▼	3.35
Goblin Masons	R	C	0.25	0.25	0.10
Goliath Beetle	G	C	0.25	0.25	0.10
Heart Warden	G	C	0.25	0.25	0.10
Hulking Ogre	R	C	0.25	0.25	0.10
Hunting Moa	G	U	1.00	0.50▼	0.30
Illuminated Wings	U	C	0.25	0.25	0.10
Impatience	R	R	3.00	2.50▼	0.25
Incendiary	R	U	1.00	0.50▼	0.25
Iridescent Drake	U	U	1.00	1.00▲	0.25
Ivy Seer	G	U	1.00	0.50▼	0.25
Jasmine Seer	W	U	1.00	1.00	0.25
Junk Diver	A	R	3.00	2.00▼	0.80
Keldon Champion	R	U	1.00	1.00▲	0.35
Keldon Vandals	R	C	0.25	0.25	0.10
Kingfisher	U	C	0.25	0.25	0.10
Landslide	R	U	1.00	1.00	0.25
Lurking Jackals	B	U	1.00	1.00▲	0.50
Magnify	G	C	0.25	0.25	0.10
Mantis Engine	A	U	1.00	0.50	0.25
Mark of Fury	R	C	0.25	0.25	0.10
Marker Beetles	G	C	0.25	0.25	0.10
Mask of Law and Grace	W	C	0.25	0.25	0.10
Master Healer	W	R	3.00	3.00	0.60
Masticore	A	R	17.75	15.25	11.25
Mental Discipline	U	C	0.25	0.25	0.10
Metalworker	A	R	7.00	6.00▲	5.25
Metathran Elite	U	U	1.00	1.00▲	0.25
Metathran Soldier	U	C	0.25	0.25	0.10
Momentum	G	U	1.00	0.50▼	0.25
Multani's Decree	G	C	0.25	0.25	0.10
Nightshade Seer	B	U	1.00	0.50▼	0.25
Opalescence	W	R	4.00	4.00	2.70
Opposition	U	R	8.25	6.50▼	4.80
Pattern of Rebirth	G	R	5.00	4.10▼	3.60
Phyrexian Monitor	B	C	0.25	0.25	0.10
Phyrexian Negator	B	R	8.25	7.25▲	5.75
Plague Dogs	B	U	1.00	0.50	0.25
Plated Spider	G	C	0.25	0.25	0.10
Plow Under	G	R	5.00	5.00	3.45
Powder Keg	A	R	8.75	7.50▼	5.75
Private Research	U	U	1.00	1.00▲	0.50
Quash	U	U	1.55	1.50	1.00
Rapid Decay	B	R	4.00	4.00	0.40
Ravenous Rats	B	C	0.25	0.25	0.10
Rayne, Academy Chancellor	U	R	4.00	3.00▼	1.35
Reckless Abandon	R	C	0.25	0.25	0.10
Reliquary Monk	W	C	0.25	0.25	0.10
Repercussion	R	R	4.00	3.00▼	2.10
Replenish	W	R	6.50	6.00	4.85
Rescue	U	C	0.25	0.25	0.10
Rofellos, Llanowar Emissary	G	R	8.00	6.00▼	3.05
Rofellos's Gift	G	C	7.00	0.25	0.10
Sanctimony	W	U	1.00	1.00	0.25
Scent of Brine	U	C	0.25	0.25	0.10
Scent of Cinder	R	C	0.25	0.25	0.10
Scent of Ivy	G	C	0.25	0.25	0.10
Scent of Jasmine	W	C	0.25	0.25	0.10
Scent of Nightshade	B	C	0.25	0.25	0.10
Scour	W	U	1.00	1.00	0.30
Scrying Glass	A	R	3.50	3.00	2.75
Serra Advocate	W	U	1.00	1.00▲	0.35
Sigil of Sleep	U	C	0.35	0.25	0.10
Skittering Horror	B	C	0.25	0.25	0.10
Slinking Skirge	B	C	0.25	0.25	0.10
Solidarity	W	C	0.25	0.25	0.10
Soul Feast	B	U	1.00	1.00	0.25
Sowing Salt	R	U	1.00	1.00▲	0.25
Splinter	G	U	1.00	1.00	0.25
Squirming Mass	B	C	0.25	0.25	0.10
Storage Matrix	A	R	4.00	3.00	0.50
Taunting Elf	G	C	0.25	0.25	0.10
Telepathic Spies	U	C	0.25	0.25	0.10
Temporal Adept	U	R	5.75	4.50▼	3.55
Tethered Griffin	W	R	4.00	3.00▼	1.00
Thieving Magpie	U	U	1.55	1.00	0.35
Thorn Elemental	G	R	7.25	7.00	4.90
Thran Dynamo	A	U	4.00	3.00▲	1.90
Thran Foundry	A	U	1.75	1.00	0.45
Thran Golem	A	R	4.00	4.00	3.35
Tormented Angel	W	C	0.25	0.25	0.10
Treachery	U	R	6.00	5.50▼	4.30
Trumpet Blast	R	C	0.25	0.25	0.10
Twisted Experiment	B	C	0.25	0.25	0.10
Urza's Incubator	A	R	6.75	5.75▲	4.00
Voice of Duty	W	U	1.00	1.00▲	0.40
Voice of Reason	W	U	1.00	1.00▲	0.35
Wake of Destruction	R	R	4.75	4.00▼	3.00
Wall of Glare	W	C	0.30	0.25	0.10
Wild Colos	R	C	0.25	0.25	0.10
Yavimaya Elder	G	C	0.55	0.35▲	0.10
Yavimaya Enchantress	G	U	1.00	1.00	0.50
Yavimaya Hollow	L	R	4.50	4.00	3.20
Yawgmoth's Bargain	B	R	6.00	4.65▼	4.00
Total			307.65	249.65	152.30

335 Cards

Mercadian Masques Set (no foils)	150.00	150.00	105.00
Mercadian Masques Foil Set	845.00	600.00	590.00
Booster Box	125.00	115.00	110.00
Tournament Deck Box	120.00	115.00▲	105.00
Pre-Constructed Deck Box	125.00	115.00▼	105.00
Booster Pack	4.45	4.00	3.50
Tournament Deck	11.00	10.00	10.00
Pre-Constructed Deck	12.50	11.50▲	11.00
Premium Foil Rares	UR 8.25	5.50▼	3.90
Premium Foil Uncommons	UR 4.50	3.00	1.50
Premium Foil Commons	UR 1.50	1.00	0.50

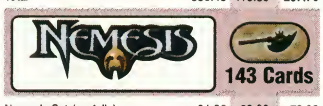
TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Bribery	U	R	15.00	15.00▲	10.00
Dust Bowl	L	R	16.25	15.00	13.50
Ivory Mask	W	R	18.75	15.00▲	10.50
Misdirection	U	R	24.00	18.50▲	13.50
Nether Spirit	B	R	15.75	13.50▲	9.75
Rishadan Port	L	R	30.00	30.00▲	23.00
Rushwood Elemental	G	R	12.00	10.00▲	9.00
Squee, Goblin Nabob	R	R	21.00	17.50▲	12.75
Thrashing Wumpus	B	R	15.00	12.00	9.00
Tidal Kraken	U	R	15.50	10.00▲	8.50
Two-Headed Dragon	R	R	20.00	18.00▲	14.50
Unmask	B	R	14.00	10.00▲	8.50

CARD NAME	COL	RAR	UPR	MED	LOW
Aerial Caravan	U	R	3.00	2.00	0.80
Afterlife	W	U	1.00	0.65	0.45
Alabaster Wall	W	C	0.25	0.25	0.25
Alley Grifters	B	C	0.25	0.25	0.25
Ancestral Mask	G	C	0.50	0.30	0.25
Armistice	W	R	3.00	2.25	0.80
Arms Dealer	R	U	1.00	0.65	0.50
Arrest	W	U	1.00	0.65	0.50
Assembly Hall	A	R	3.00	1.75	0.95
Ballista Squad	W	U	1.00	0.65	0.45
Balloon Peddler	U	C	0.25	0.25	0.25
Barbed Wire	A	U	0.80	0.50	0.45
Bargaining Table	A	R	3.20	1.25	0.70
Battle Rampart	R	C	0.25	0.25	0.25
Battle Squadron	R	R	3.00	2.25	1.00
Bifurcate	G	R	3.15	2.25	1.70
Black Market	B	R	3.25	2.25	0.95
Blaster Mage	R	C	0.25	0.25	0.25
Blockade Runner	U	C	0.25	0.25	0.25
Blood Hound	R	R	3.00	2.00	0.90
Blood Oath	R	R	3.00	3.00	1.65
Boa Constrictor	G	U	0.95	0.50	0.50
Bog Smugglers	B	C	0.25	0.25	0.25
Bog Witch	B	C	0.25	0.25	0.25
Brainstorm	U	C	0.60	0.40	0.25
Brawl	R	R	3.15	2.25	0.90
Briar Patch	G	U	0.80	0.50	0.45
Bribery	U	R	7.00	6.00	5.75
Buoyancy	U	C	0.25	0.25	0.25
Cackling Witch	B	U	0.95	0.50	0.50
Caller of the Hunt	G	R	4.00	2.75	2.00
Cateran Brute	B	C	0.25	0.25	0.25
Cateran Enforcer	B	U	1.00	0.50	0.45
Cateran Kidnappers	B	U	1.00	0.50	0.45
Cateran Overlord	B	R	5.00	4.00▼	3.15
Cateran Persuader	B	C	0.25	0.25	0.25

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

It's available now from your local game retailer or from us at (800) 258-0929 (www.krausebooks.com)!

Cateran Slaver	B	R	4.00	3.75	2.85
Cateran Summons	B	U	1.00	0.50	0.45
Caustic Wasps	G	U	0.80	0.50	0.25
Cave Sense	R	C	0.25	0.25	0.25
Cave-In	R	R	4.00	3.00	1.00
Cavern Crawler	R	C	0.25	0.25	0.25
Ceremonial Guard	R	C	0.25	0.25	0.25
Chambered Nautilus	U	U	1.00	0.50	0.45
Chameleon Spirit	U	U	1.00	0.50	0.50
Charisma	U	R	6.00	5.00	4.00
Charm Peddler	W	C	0.25	0.25	0.25
Charmed Griffin	W	U	0.80	0.50	0.45
Cho-Arrim Alchemist	W	R	3.00	2.25	0.90
Cho-Arrim Bruiser	W	R	3.00	2.25	1.00
Cho-Arrim Legate	W	U	1.00	0.50	0.45
Cho-Manno, Revolutionary	W	R	4.00	3.65	1.60
Cho-Manno's Blessing	W	C	0.80	0.25	0.25
Cinder Elemental	R	U	1.00	0.75	0.45
Clear the Land	G	R	3.50	2.25	0.90
Close Quarters	R	U	1.00	0.50	0.25
Cloud Sprite	U	C	0.25	0.25	0.25
Coastal Piracy	U	U	1.30	1.00	0.60
Collective Unconscious	G	R	5.00	3.25	1.50
Common Cause	W	R	3.00	2.50	0.90
Conspiracy	B	R	4.00	2.75	1.80
Cornered Market	W	R	3.00	2.00	0.90
Corrupt Official	B	R	3.00	2.25	0.90
Counterspell	U	C	1.00	1.00	0.30
Cowardice	U	R	3.00	2.75	1.00
Crackdown	W	R	3.00	2.50	1.90
Crag Saurian	R	R	3.00	2.00	0.80
Crash	R	C	0.25	0.25	0.25
Credit Voucher	A	U	0.80	0.50	0.45
Crenellated Wall	A	U	0.80	0.50	0.45
Crooked Scales	A	R	3.00	2.00	0.90
Crossbow Infantry	W	C	0.25	0.25	0.25
Crumbling Sanctuary	A	R	4.00	3.00	1.90
Customs Depot	U	U	1.00	0.65	0.50
Dark Ritual	B	C	0.40	0.25	0.25
Darting Merfolk	U	C	0.25	0.25	0.25
Dawnstrider	G	R	5.00	2.75	1.10
Deadly Insect	G	C	0.25	0.25	0.25
Deathgazer	B	U	0.80	0.50	0.45
Deepwood Drummer	G	C	0.25	0.25	0.25
Deepwood Elder	G	R	3.15	2.25	0.90
Deepwood Ghoul	B	C	0.25	0.25	0.25
Deepwood Legate	B	U	0.80	0.50	0.25
Deepwood Tantiv	G	U	0.65	0.50	0.45
Deepwood Wolverine	G	C	0.25	0.25	0.25
Dehydration	U	C	0.25	0.25	0.25
Delraich	B	R	4.45	4.00	3.20
Desert Twister	G	U	1.00	0.60	0.45
Devout Witness	W	C	0.25	0.25	0.25
Diplomatic Escort	U	U	1.00	0.50	0.45
Diplomatic Immunity	U	C	0.55	0.45	0.25
Disenchant	W	C	0.25	0.25	0.25
Distorting Lens	A	R	3.70	3.00	2.70
Drake Hatchling	U	C	0.25	0.25	0.25
Dust Bowl	L	R	6.25	6.00	5.00
Embargo	U	R	3.50	2.25	0.80
Energy Flux	U	U	1.00	0.50	0.25
Enslaved Horror	B	U	0.80	0.50	0.45
Erithizon	G	R	3.00	1.75	0.85
Extortion	B	R	3.05	2.25	0.90
Extravagant Spirit	U	R	3.05	2.25	0.80
Eye of Ramos	A	R	3.00	2.25	1.60
False Demise	U	U	1.00	0.50	0.25
Ferocity	G	C	0.25	0.25	0.20
Flailing Manticore	R	R	3.00	2.25	0.90
Flailing Ogre	R	U	1.00	0.50	0.50
Flailing Soldier	R	C	0.25	0.25	0.25
Flaming Sword	R	C	0.25	0.25	0.25
Food Chain	G	R	3.60	2.75	0.80
Forced March	B	R	4.00	2.50	0.90
Forest	L	L	0.15	0.10	0.10
Foster	G	R	3.00	2.00	0.85
Fountain of Cho	L	U	1.00	1.00	0.50
Fountain Watch	W	R	4.95	4.15	3.70
Fresh Volunteers	W	C	0.25	0.25	0.25
Furious Assault	R	C	0.25	0.25	0.25
Game Preserve	G	R	3.00	2.25	0.80
General's Regalia	A	R	3.00	2.75	1.45
Gerrard's Irregulars	R	C	0.25	0.25	0.25
Ghoul's Feast	B	U	0.95	0.50	0.50
Giant Caterpillar	G	C	0.25	0.25	0.25
Glowing Anemone	U	U	1.00	0.50	0.25
Groundskeeper	G	U	1.00	1.00	0.50
Gush	U	C	0.60	0.40	0.25
Hammer Mage	R	U	0.80	0.50	0.45
Haunted Crossroads	B	U	1.00	1.00	0.75
Heart of Ramos	A	R	3.00	2.25▼	0.95
Henge Guardian	A	U	0.80	0.50	0.25
Henge of Ramos	L	U	1.00	0.50	0.45
Hickory Woodlot	L	C	0.25	0.25	0.25
High Market	L	R	3.05	2.75	1.00
High Seas	U	U	1.00	0.65	0.50
Highway Robber	B	C	0.25	0.25	0.25
Hired Giant	R	U	0.80	0.50	0.45
Honor the Fallen	W	R	4.00	2.65	1.65
Hoodwink	U	C	0.25	0.25	0.25
Horn of Plenty	A	R	3.00	2.25	0.85
Horn of Ramos	A	R	3.00	2.25	0.90
Horned Troll	G	C	0.25	0.25	0.25
Howling Wolf	G	C	0.25	0.25	0.25
Hunted Wumpus	G	U	1.00	0.75	0.50
Ignoble Soldier	W	U	0.80	0.50	0.25
Indentured Djinn	U	U	1.00	0.50	0.45
Instigator	B	R	3.00	2.00	0.80
Insubordination	B	C	0.25	0.25	0.25
Intimidation	B	U	1.00	0.50	0.45
Invigorate	G	C	0.25	0.25	0.25
Inviolability	W	C	0.30	0.25	0.25
Iron Lance	A	U	0.95	0.50	0.50
Island	L	L	0.15	0.10	0.10
Ivory Mask	W	R	6.00	5.00	5.00
Jeweled Torque	A	U	0.80	0.50	0.25
Jhovall Queen	W	R	4.25	3.50	2.40
Jhovall Rider	W	U	0.80	0.50	0.45
Karn's Touch	U	R	3.00	2.00	0.80
Kris Mage	R	C	0.25	0.25	0.25
Kyren Archive	A	R	3.00	1.90	0.80
Kyren Glider	R	C	0.25	0.25	0.25
Kyren Legate	R	U	0.95	0.50	0.50
Kyren Negotiations	R	U	0.80	0.50	0.45
Kyren Sniper	R	C	0.25	0.25	0.25
Kyren Toy	A	R	3.00	1.75	0.90
Land Grant	G	C	0.40	0.30	0.25
Larceny	B	U	1.00	0.50	0.50
Last Breath	W	U	1.00	0.75	0.50
Lava Runner	R	R	3.00	3.00	1.65
Ley Line	G	U	0.80	0.50	0.25
Liability	B	R	3.15	2.25	0.90
Lightning Hounds	R	C	0.25	0.25	0.25
Lithophage	R	R	3.00	2.25	0.90
Lumbering Satyr	G	U	1.00	0.65	0.45
Lunge	R	C	0.25	0.25	0.25
Lure	G	U	1.00	0.50	0.25
Maggot Therapy	B	C	0.25	0.25	0.25
Magistrate's Scepter	A	R	5.00	3.00	1.90
Magistrate's Veto	R	U	1.00	0.50	0.45
Megatherium	G	R	3.00	2.25	0.90
Mercadian Atlas	A	R	3.00	2.25▼	1.25
Mercadian Bazaar	L	U	1.00	0.75	0.60
Mercadian Lift	A	R	2.65	2.00	0.95
Mercadia's Downfall	R	U	1.00	0.50	0.50
Midnight Ritual	B	R	3.30	2.50	0.90
Misdirection	U	R	11.75	9.75▲	9.00
Misshapen Fiend	B	C	0.25	0.25	0.25
Misstep	U	C	0.25	0.25	0.25
Molting Harpy	B	U	0.80	0.50	0.45
Moment of Silence	W	C	0.25	0.25	0.25
Monkey Cage	A	R	3.30	3.00	1.00
Moonlit Wake	W	U	1.00	0.65	0.45
Mountain	L	L	0.25	0.10	0.10
Muzzle	W	C	0.25	0.25	0.25
Natural Affinity	G	R	3.05	3.00	1.20
Nether Spirit	B	R	6.00	5.50▼	4.00
Nightwind Glider	W	C	0.25	0.25	0.25
Noble Purpose	W	U	1.60	1.25	1.00
Notorious Assassin	B	R	4.00	2.25	0.95
Ogre Taskmaster	R	U	0.90	0.50	0.50
Orim's Cure	W	C	0.25	0.25	0.25
Overtaker	U	R	3.15	2.50	0.90
Panacea	A	U	0.65	0.50	0.25
Pangosaur	G	R	3.80	2.25	0.90
Peat Bog	L	C	0.25	0.25	0.25
Pious Warrior	W	C	0.25	0.25	0.25
Plains	L	L	0.25	0.10	0.10
Port Inspector	U	C	0.25	0.25	0.25
Power Matrix	A	R	4.95	3.90	3.00
Pretender's Claim	B	U	0.95	0.50	0.50
Primeval Shambler	B	U	0.80	0.50	0.25
Puffer Extract	A	U	0.80	0.50	0.45
Pulverize	R	R	3.00	2.25	0.85
Puppet's Verdict	R	R	3.00	2.00	0.90
Putrefaction	B	U	0.80	0.50	0.25
Quagmire Lamprey	B	U	0.80	0.50	0.25
Rain of Tears	B	U	1.00	0.90	0.65
Ramosian Captain	W	U	1.00	0.70	0.45
Ramosian Commander	W	U	1.00	0.65	0.45
Ramosian Lieutenant	W	C	0.25	0.25	0.25
Ramosian Rally	W	C	0.25	0.25	0.25
Ramosian Sergeant	W	C	0.30	0.25	0.25
Ramosian Sky Marshal	W	R	3.00	3.00	1.00
Rampart Crawler	B	C	0.25	0.25	0.25
Rappelling Scouts	W	R	3.20	2.50	0.90
Remote Farm	L	C	0.25	0.25	0.25
Renounce	W	U	1.00	0.75	0.45
Revered Elder	W	C	0.25	0.25	0.25
Reverent Mantra	W	R	3.15	2.25	1.65
Revive	G	U	1.00	0.50	0.50
Righteous Aura	W	U	0.65	0.50	0.25
Righteous Indignation	W	U	0.80	0.50	0.45
Rishadan Airship	U	C	0.25	0.25	0.25
Rishadan Brigand	U	R	3.00	2.00	0.85
Rishadan Cutpurse	U	C	0.25	0.25	0.25
Rishadan Footpad	U	U	1.00	0.50	0.45
Rishadan Pawnshop	A	R	3.00	1.65	0.80
Rishadan Port	L	R	12.00	11.50▲	10.00
Robber Fly	R	U	0.80	0.50	0.45
Rock Badger	R	U	0.80	0.50	0.25
Rouse	B	C	0.25	0.25	0.25
Rushwood Dryad	G	C	0.25	0.25	0.25
Rushwood Elemental	G	R	5.75	4.95▲	4.00
Rushwood Grove	L	U	1.00	0.75	0.50
Rushwood Herbalist	G	C	0.25	0.25	0.25
Rushwood Legate	G	U	1.00	0.65	0.50
Saber Ants	G	U	1.00	0.60	0.50
Sacred Prey	G	C	0.25	0.25	0.25
Sailmonger	U	U	1.00	0.50	0.45
Sand Squid	U	R	3.00	2.00	0.90
Sandstone Needle	L	C	0.25	0.25	0.25
Saprazzan Bailiff	U	R	3.00	2.00	0.80
Saprazzan Breaker	U	U	0.95	0.50	0.50
Saprazzan Cove	L	U	1.00	0.65	0.50
Saprazzan Heir	U	R	3.00	2.65▼	1.15
Saprazzan Legate	U	U	0.80	0.50	0.25
Saprazzan Outrigger	U	C	0.25	0.25	0.25
Saprazzan Raider	U	C	0.25	0.25	0.25
Saprazzan Skerry	L	C	0.25	0.25	0.25
Scandalmonger	B	U	0.80	0.50	0.45
Security Detail	W	R	3.00	1.50	0.80
Seismic Mage	R	R	3.00	2.75	0.95
Sever Soul	B	C	0.25	0.25	0.25
Shock Troops	R	C	0.25	0.25	0.25
Shoving Match	U	U	0.95	0.50	0.50
Silent Assassin	B	R	3.00	2.25	1.25
Silverglade Elemental	G	C	0.25	0.25	0.25
Silverglade Pathfinder	G	U	0.80	0.50	0.35
Sizzle	R	C	0.25	0.25	0.25
Skulking Fugitive	B	C	0.25	0.25	0.25
Skull of Ramos	A	R	3.00	2.25	0.95
Snake Pit	G	U	1.00	0.50	0.45
Snorting Gahr	G	C	0.25	0.25	0.25
Snuff Out	B	C	0.25	0.25	0.25
Soothing Balm	W	C	0.25	0.25	0.25
Soothsaying	U	U	1.05	1.00	0.55
Soul Channeling	B	C	0.25	0.25	0.25
Specter's Wail	B	C	0.25	0.25	0.25
Spidersilk Armor	G	C	0.80	0.55	0.25
Spiritual Focus	W	R	3.00	1.50	0.90
Spontaneous Generation	G	R	4.15	3.40▲	1.80
Squall	G	C	0.25	0.25	0.25
Squallmonger	G	U	1.00	0.50	0.45
Squee, Goblin Nabob	R	R	10.50	8.00	8.00
Squeeze	U	R	3.00	1.75	0.85
Stamina	G	U	0.80	0.50	0.45
Statecraft	U	R	3.00	1.75	0.90
Steadfast Guard	W	C	0.25	0.25	0.25
Stinging Barrier	U	C	0.25	0.25	0.25
Stone Rain	R	C	0.25	0.25	0.25
Story Circle	W	U	3.15	2.00	1.95
Strongarm Thug	B	U	1.00	0.50	0.45
Subterranean Hangar	L	U	1.00	0.75	0.50
Sustenance	G	U	0.80	0.50	0.25
Swamp	L	L	0.25	0.10	0.10
Task Force	W	C	0.25	0.25	0.25
Tectonic Break	R	R	3.00	3.00	2.45
Territorial Dispute	R	R	3.00	2.25	0.80
Thermal Glider	W	C	0.25	0.25	0.25
Thieves' Auction	R	R	3.00	2.00	0.90
Thrashing Wumpus	B	R	5.25	3.00	1.95
Thunderclap	R	C	0.25	0.25	0.25
Thwart	U	U	2.00	1.55	1.00
Tidal Bore	U	C	0.25	0.25	0.25
Tidal Kraken	U	R	5.00	4.00	3.00
Tiger Claws	G	C	0.25	0.25	0.25
Timid Drake	U	U	0.80	0.50	0.25
Tonic Peddler	W	U	0.80	0.50	0.45
Tooth of Ramos	A	R	3.00	2.25	0.90
Tower of the Magistrate	L	R	3.00	2.50	0.90
Toymaker	A	U	0.95	0.50	0.50
Trade Routes	U	R	5.00	3.45	2.80
Tranquility	G	C	0.25	0.25	0.25
Trap Runner	W	U	1.00	0.60	0.45
Tremor	R	C	0.25	0.25	0.25
Two-Headed Dragon	R	R	10.00	9.00▲	8.00
Undertaker	B	C	0.25	0.25	0.25
Unmask	B	R	5.00	3.50	1.85
Unnatural Hunger	B	R	3.55	2.00	1.00
Uphill Battle	R	U	0.80	0.50	0.25
Vendetta	B	C	0.25	0.25	0.25
Venomous Breath	G	U	1.00	0.50	0.45
Venomous Dragonfly	G	C	0.25	0.25	0.25
Vernal Equinox	G	R	3.15	2.40	0.90
Vine Dryad	G	R	4.15	3.75	3.00
Vine Trellis	G	C	0.35	0.25	0.25
Volcanic Wind	R	U	0.80	0.50	0.45
Wall of Distortion	B	C	0.25	0.25	0.25
War Cadence	R	U	0.95	0.50	0.50
War Tax	U	U	1.00	0.75	0.50
Warmonger	R	U	0.80	0.50	0.25
Warpath	R	U	0.95	0.50	0.50
Waterfront Bouncer	U	C	0.30	0.25	0.25
Wave of Reckoning	W	R	3.00	2.75	0.90
Wild Jhovall	R	C	0.25	0.25	0.25
Wishmonger	W	U	1.00	0.50	0.25
Word of Blasting	R	U	0.65	0.50	0.25
Worry Beads	A	R	3.00	2.25	0.90
Total			558.45	415.50	267.70



Nemesis Set (no foils)	91.00	88.00	73.00
Nemesis Foil Set	400.00	395.00	325.00
Nemesis Booster Box	99.00	96.00▲	84.00
Nemesis Pre-Constructed Deck Box	125.00	110.00▲	93.00
Nemesis Booster Pack	3.75	3.50	3.00
Nemesis Pre-Constructed Deck	11.00	10.00	10.00
Foil Rare	10.00	6.00▼	4.25
Foil Uncommon	4.75	3.50▲	2.25
Foil Common	1.75	1.00	0.65

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Ascendant Evincar	B	R	14.25	12.00▼	11.75
Blinding Angel	W	R	19.75	17.50▲	12.75
Kill Switch	A	R	15.00	10.00	6.00
Laccolith Titan	R	R	15.00	10.00	4.50
Lin Sivvi, Defiant Hero	W	R	17.50	15.00	12.25
Parallax Tide	U	R	12.00	10.00	9.00
Parallax Wave	W	R	15.00	12.50▼	9.50
Rhox	G	R	12.00	10.00▼	8.00
Rootwater Thief	U	R	12.00	11.00▲	10.00
Saproling Burst	G	R	17.50	12.00	9.50
Skyshroud Poacher	G	R	16.00	10.00▲	7.50
Tangle Wire	A	R	17.00	12.00▲	10.00
Volrath the Fallen	B	R	14.50	10.00▲	9.50

CARD NAME	COL	RAR	UPR	MED	LOW
Accumulated Knowledge	U	C	1.00	0.45	0.25
Aether Barrier	U	R	2.75	1.00▼	0.50
Air Bladder	U	C	0.25	0.25	0.20
Ancient Hydra	R	U	1.00	0.50	0.40
Angelic Favor	W	U	0.50	0.50	0.25
Animate Land	G	U	0.50	0.50	0.40
Arc Mage	R	U	1.00	0.50▼	0.50
Ascendant Evincar	B	R	6.25	5.00	4.55
Avenger en-Dal	W	R	2.50	1.00▼	0.50
Battlefield Percher	B	U	0.50	0.50	0.50
Belbe's Armor	A	U	0.50	0.50	0.25
Belbe's Percher	B	C	0.25	0.25	0.20
Belbe's Portal	A	R	5.50	3.50▼	3.25
Blastoderm	G	C	0.75	0.65	0.45
Blinding Angel	W	R	8.75	7.75▲	6.25
Bola Warrior	R	C	0.25	0.25	0.20
Carrion Wall	B	U	0.50	0.50	0.35
Chieftain en-Dal	W	U	0.50	0.50	0.25
Cloudskate	U	C	0.25	0.25	0.20
Coiling Woodworm	G	U	0.50	0.50	0.40
Complex Automaton	A	R	3.00	2.00	0.35
Dark Triumph	B	U	0.75	0.50	0.25
Daze	U	C	0.45	0.30	0.25
Death Pit Offering	B	R	3.75	2.55▼	2.05
Defender en-Vec	W	C	0.25	0.25	0.25
Defiant Falcon	W	C	0.25	0.25	0.25
Defiant Vanguard	W	U	1.00	0.50▼	0.40
Divining Witch	B	R	3.00	2.50▼	0.50
Dominate	U	U	1.15	0.50▼	0.45
Downhill Charge	R	C	0.25	0.25	0.20
Ensnare	U	U	0.75	0.50	0.40
Eye of Yawgmoth	A	R	2.50	1.50▼	0.30
Fanatical Devotion	W	C	0.25	0.25	0.25
Flame Rift	R	C	0.30	0.25	0.25
Flint Golem	A	U	0.50	0.50	0.25
Flowstone Armor	A	U	0.50	0.50	0.50
Flowstone Crusher	R	C	0.25	0.25	0.20
Flowstone Overseer	R	R	4.00	2.00▼	0.65
Flowstone Slide	R	R	2.75	1.00▼	0.40
Flowstone Strike	R	C	0.25	0.25	0.20
Flowstone Surge	R	U	0.50	0.50	0.50
Flowstone Thopter	A	U	0.50	0.50	0.25
Flowstone Wall	R	C	0.25	0.25	0.25
Fog Patch	G	C	0.25	0.25	0.25
Harvest Mage	G	C	0.25	0.25	0.20
Infiltrate	U	C	0.25	0.25	0.25
Jolting Merfolk	U	U	0.50	0.50	0.25
Kill Switch	A	R	4.25	2.50▼	1.20
Kor Haven	L	R	4.00	3.00	2.15
Laccolith Grunt	R	C	0.25	0.25	0.20
Laccolith Rig	R	C	0.25	0.25	0.20
Laccolith Titan	R	R	3.00	2.00	1.20
Laccolith Warrior	R	U	0.50	0.50	0.25
Laccolith Whelp	R	C	0.25	0.25	0.25
Lashknife	W	C	0.25	0.25	0.20
Lawbringer	W	C	0.25	0.25	0.25
Lightbringer	W	C	0.25	0.25	0.25
Lin Sivvi, Defiant Hero	W	R	5.25	5.00▼	4.00
Mana Cache	R	R	3.00	1.00▼	0.55
Massacre	B	U	1.15	1.00	0.40
Mind Slash	B	U	1.00	0.50	0.25
Mind Swords	B	C	0.25	0.25	0.20
Mogg Alarm	R	U	0.75	0.50	0.35
Mogg Salvage	R	U	0.90	0.50	0.25
Mogg Toady	R	C	0.25	0.25	0.20
Moggcatcher	R	R	3.00	3.00	2.30
Mossdog	G	C	0.25	0.25	0.25
Murderous Betrayal	B	R	3.00	2.50▼	0.50
Nesting Wurm	G	U	0.75	0.50	0.50
Netter en-Dal	W	C	0.25	0.25	0.20
Noble Stand	W	U	1.00	0.50	0.40
Off Balance	W	C	0.25	0.25	0.10
Oracle's Attendants	W	R	2.75	1.00▼	0.50
Oraxid	U	C	0.25	0.25	0.20
Overlaid Terrain	G	R	3.00	2.00	0.65
Pack Hunt	G	R	3.00	2.00	1.25
Pale Moon	U	R	3.00	1.00▼	0.50
Parallax Dementia	B	C	0.25	0.25	0.25
Parallax Inhibitor	A	R	3.00	1.00▼	0.35
Parallax Nexus	B	R	3.15	2.00	0.50
Parallax Tide	U	R	4.50	3.00▼	1.65
Parallax Wave	W	R	5.25	4.00	3.90
Phyrexian Driver	B	C	0.25	0.25	0.25
Phyrexian Prowler	B	U	0.50	0.50	0.25
Plague Witch	B	C	0.25	0.25	0.25
Predator, Flagship	A	R	5.00	4.00▼	3.45
Rackling	A	U	0.75	0.50	0.45
Rathi Assassin	B	R	4.00	3.00▼	0.65
Rathi Fiend	B	U	1.20	0.50▼	0.50
Rathi Intimidator	B	C	0.25	0.25	0.25
Rath's Edge	L	R	3.50	3.00▲	0.75
Refreshing Rain	G	U	0.50	0.50	0.40
Rejuvenation Chamber	A	U	0.50	0.50	0.25
Reverent Silence	G	C	0.25	0.25	0.25
Rhox	G	R	6.00	5.00▼	4.45
Rising Waters	U	R	3.75	3.00	1.00
Rootwater Commando	U	C	0.25	0.25	0.25
Rootwater Thief	U	R	5.50	4.10▼	4.00
Rupture	R	U	0.75	0.50	0.40
Rusting Golem	A	U	0.50	0.50	0.25
Saproling Burst	G	R	5.00	4.00▼	3.35
Saproling Cluster	G	R	3.75	2.50▼	0.70
Seahunter	U	R	3.00	2.00▼	0.95
Seal of Cleansing	W	C	0.30	0.25	0.25
Seal of Doom	B	C	0.30	0.25	0.25
Seal of Fire	R	C	0.65	0.40	0.25
Seal of Removal	U	C	0.30	0.25	0.25
Seal of Strength	G	C	0.25	0.25	0.25

Shrieking Mogg	R	R	3.00	2.00	0.90
Silkenfist Fighter	W	C	0.25	0.25	0.20
Silkenfist Order	W	U	0.50	0.50	0.25
Sivvi's Ruse	W	U	0.50	0.50	0.25
Sivvi's Valor	W	R	3.00	2.00▲	1.00
Skyshroud Behemoth	G	R	3.00	2.75▼	2.00
Skyshroud Claim	G	C	0.25	0.25	0.25
Skyshroud Cutter	G	C	0.25	0.25	0.25
Skyshroud Poacher	G	R	5.00	4.40▲	3.50
Skyshroud Ridgeback	G	C	0.30	0.25	0.25
Skyshroud Sentinel	G	C	0.25	0.25	0.25
Sliptide Serpent	U	R	2.75	2.00	0.65
Sneaky Homunculus	U	C	0.25	0.25	0.25
Spineless Thug	B	C	0.25	0.25	0.20
Spiritual Asylum	W	R	3.20	3.00	2.35
Spiteful Bully	B	C	0.25	0.25	0.25
Stampede Driver	G	U	0.75	0.50	0.40
Stronghold Biologist	U	U	0.75	0.50	0.40
Stronghold Discipline	B	C	0.25	0.25	0.25
Stronghold Gambit	R	R	3.00	1.00▼	0.45
Stronghold Machinist	U	U	0.95	0.50	0.40
Stronghold Zeppelin	U	U	0.50	0.50	0.25
Submerge	U	U	1.00	0.75	0.40
Tangle Wire	A	R	6.00	6.00▲	4.85
Terrain Generator	L	U	0.85	0.50	0.35
Topple	W	C	0.30	0.25	0.25
Treetop Bracers	G	C	0.25	0.25	0.25
Trickster Mage	U	C	0.25	0.25	0.25
Vicious Hunger	B	C	0.30	0.25	0.25
Viseling	A	U	0.75	0.50	0.40
Voice of Truth	W	U	1.00	0.50▼	0.45
Volrath the Fallen	B	R	5.00	4.00	4.00
Wandering Eye	U	C	0.25	0.25	0.20
Wild Mammoth	G	U	0.50	0.50	0.25
Woodripper	G	U	0.75	0.50	0.25
Total			218.50	159.85	107.90

PROPHECY — 143 Cards

Prophecy Set (no foils)	100.00	99.00	90.00
Prophecy Foil Set	585.00	410.00▼	400.00
Pre-Constructed Deck Box	180.00	175.00▲	145.00
Booster Box	125.00	120.00	105.00
Pre-Constructed Deck	21.00	15.50▲	12.00
Booster Pack	4.40	4.00	3.75
Foil Rare	10.00	6.00	4.25
Foil Uncommon	4.75	3.50▲	2.25
Foil Common	1.75	1.00	0.65

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Avatar of Fury	R	R	15.25	13.50▲	10.75
Avatar of Hope	W	R	15.25	14.50▲	11.50
Avatar of Might	G	R	15.00	15.00▲	13.75
Avatar of Will	U	R	15.25	13.50▲	10.00
Avatar of Woe	B	R	30.00	27.00▲	25.00
Copper-Leaf Angel	A	R	14.25	12.50▲	9.25
Greel, Mind Raker	B	R	14.75	10.00	8.00
Latulla, Keldon Overseer	R	R	14.00	10.00	6.50
Plague Wind	B	R	14.25	10.00	9.25
Searing Wind	R	R	14.00	10.00	9.25
Vitalizing Wind	G	R	12.00	10.00	8.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abolish	W	U	1.00	0.50	0.25
Agent of Shauku	B	C	0.25	0.25	0.25
Alexi, Zephyr Mage	U	R	3.25	2.50▼	0.65
Alexi's Cloak	U	C	1.00	0.25	0.25
Aura Fracture	W	C	0.25	0.25	0.25
Avatar of Fury	R	R	7.75	7.00	6.50
Avatar of Hope	W	R	7.00	7.00	5.25
Avatar of Might	G	R	7.25	7.00	7.00
Avatar of Will	U	R	7.00	6.00	4.50
Avatar of Woe	B	R	15.00	14.00▲	12.25
Barbed Field	R	U	0.65	0.50	0.25
Blessed Wind	W	R	4.00	3.50▼	2.70
Bog Elemental	B	R	2.75	2.00▼	0.65
Bog Glider	B	C	0.25	0.25	0.25
Branded Brawlers	R	C	0.25	0.25	0.25
Brutal Suppression	R	U	0.50	0.50	0.25
Calming Verse	G	C	0.25	0.25	0.25
Celestial Convergence	W	R	3.00	2.50▼	1.75
Chilling Apparition	B	U	1.00	0.50▼	0.25
Chimeric Idol	A	U	2.25	1.50	1.00
Citadel of Pain	R	U	1.00	0.50▼	0.30
Coastal Hornclaw	U	C	0.25	0.25	0.25
Coffin Puppets	B	R	3.00	2.00▼	0.70
Copper-Leaf Angel	A	R	3.90	3.50	2.75
Darba	G	U	0.50	0.50	0.25
Death Charmer	B	C	0.25	0.25	0.25
Denying Wind	U	R	4.75	4.00▼	3.45
Despoil	B	C	0.30	0.25	0.25
Devastate	R	C	0.25	0.25	0.25
Diving Griffin	W	C	0.25	0.25	0.25
Dual Nature	G	R	3.00	2.55▼	1.60
Elephant Resurgence	G	R	3.75	2.00	0.75
Endbringer's Revel	B	U	0.50	0.50	0.25
Entangler	W	U	0.80	0.50	0.50
Excavation	U	U	0.75	0.50	0.25
Excise	W	C	0.25	0.25	0.25
Fault Riders	R	C	0.25	0.25	0.25
Fen Stalker	B	C	0.25	0.25	0.25
Fickle Efreet	R	R	3.00	1.00▼	0.75
Flameshot	R	U	1.00	0.50▼	0.50
Flay	B	C	0.25	0.25	0.25
Flowering Field	W	U	0.50	0.50	0.50
Foil	U	U	1.90	1.65	1.35
Forgotten Harvest	G	R	3.00	1.25▼	0.75
Glittering Lion	W	U	0.50	0.50	0.25
Glittering Lynx	W	C	0.25	0.25	0.25
Greel, Mind Raker	B	R	4.00	3.00▼	2.95
Greel's Caress	B	C	0.65	0.25	0.25
Gulf Squid	U	C	0.25	0.25	0.25
Hazy Homunculus	U	C	0.25	0.25	0.25
Heightened Awareness	U	R	3.00	2.00	0.85
Hollow Warrior	A	U	0.50	0.50	0.50
Infernal Genesis	B	R	3.00	2.00▼	0.80
Inflame	R	C	0.25	0.25	0.25
Jeweled Spirit	W	R	3.50	2.50▼	0.65
Jolrael, Empress of Beasts	G	R	5.00	3.75▼	3.00
Jolrael's Favor	G	C	1.15	0.25	0.25
Keldon Arsonist	R	U	0.50	0.50	0.25
Keldon Battlewagon	A	R	3.00	1.00▼	0.75
Keldon Berserker	R	C	0.25	0.25	0.25
Keldon Firebombers	R	R	3.00	2.00▼	0.75
Latulla, Keldon Overseer	R	R	5.00	4.00	2.00
Latulla's Orders	R	C	0.60	0.25	0.25
Lesser Gargadon	R	U	0.50	0.50	0.25
Living Terrain	G	U	0.90	0.50	0.25
Mageta, the Lion	W	R	5.00	3.25▼	1.65
Mageta's Boon	W	C	1.60	0.25	0.25
Mana Vapors	U	U	0.75	0.50	0.25
Marsh Boa	G	C	0.25	0.25	0.25
Mercenary Informer	W	R	3.75	2.00▼	0.65
Mine Bearer	W	C	0.25	0.25	0.25
Mirror Strike	W	U	0.75	0.50	0.25
Mungha Wurm	G	R	3.25	2.50▼	0.75
Nakaya Shade	B	U	0.75	0.50	0.25
Noxious Field	B	U	1.00	0.50	0.50
Outbreak	B	U	0.75	0.50	0.25
Overburden	U	R	3.50	2.50▼	0.95
Panic Attack	R	C	0.25	0.25	0.25
Pit Raptor	B	U	0.75	0.50	0.25
Plague Fiend	B	C	0.25	0.25	0.25
Plague Wind	B	R	7.00	5.50▼	5.00
Psychic Theft	U	R	3.00	1.00▼	0.75
Pygmy Razorback	G	C	0.25	0.25	0.25
Quicksilver Wall	U	U	0.50	0.50	0.25
Rebel Informer	B	R	4.75	3.00	0.80
Rethink	U	C	0.30	0.25	0.25
Reveille Squad	W	U	0.50	0.50	0.30
Rhystic Cave	L	U	0.50	0.50	0.25
Rhystic Circle	W	C	0.25	0.25	0.25
Rhystic Deluge	U	C	0.25	0.25	0.25
Rhystic Lightning	R	C	0.30	0.25	0.25
Rhystic Scrying	U	U	0.50	0.50	0.50
Rhystic Shield	W	C	0.25	0.25	0.25
Rhystic Study	U	C	0.25	0.25	0.25
Rhystic Syphon	B	U	0.90	0.50	0.25
Rhystic Tutor	B	R	3.25	2.50▼	2.15
Rib Cage Spider	G	C	0.25	0.25	0.25
Ribbon Snake	U	C	0.25	0.25	0.25
Ridgeline Rager	R	C	0.25	0.25	0.25
Root Cage	G	U	0.50	0.50	0.25
Samite Sanctuary	W	R	2.75	2.00	0.65
Scoria Cat	R	U	0.75	0.50	0.25
Search for Survivors	R	R	2.75	1.00▼	0.65
Searing Wind	R	R	4.50	3.95▲	2.90
Sheltering Prayers	W	R	3.00	2.00▼	0.65
Shield Dancer	W	U	0.50	0.50	0.25
Shrouded Serpent	U	R	3.00	2.00	0.65
Silt Crawler	G	C	0.25	0.25	0.25
Snag	G	U	0.50	0.50	0.25
Soul Charmer	W	C	0.25	0.25	0.25
Soul Strings	B	C	0.25	0.25	0.25
Spiketail Drake	U	U	1.00	0.50	0.25
Spiketail Hatchling	U	C	0.25	0.25	0.25
Spitting Spider	G	U	0.50	0.50	0.25
Spore Frog	G	C	0.25	0.25	0.25
Spur Grappler	R	C	0.25	0.25	0.25
Squirrel Wrangler	G	R	4.00	3.50▼	3.10
Steal Strength	B	C	0.25	0.25	0.25
Stormwatch Eagle	U	C	0.25	0.25	0.25
Sunken Field	U	U	0.50	0.50	0.25
Sword Dancer	W	U	0.50	0.50	0.50
Task Mage Assembly	R	R	3.25	2.00	0.65
Thresher Beast	G	C	0.25	0.25	0.25
Thrive	G	C	0.25	0.25	0.25
Trenching Steed	W	C	0.25	0.25	0.25
Troubled Healer	W	C	0.25	0.25	0.25
Troublesome Spirit	U	R	3.75	2.50▼	0.75
Verdant Field	G	U	0.50	0.50	0.50
Veteran Brawlers	R	R	3.00	2.50▼	0.80
Vintara Elephant	G	C	0.25	0.25	0.25
Vintara Snapper	G	U	1.00	0.50	0.25
Vitalizing Wind	G	R	4.95	3.80▼	3.00
Wall of Vipers	B	U	0.50	0.50	0.25
Well of Discovery	A	R	3.00	2.00▼	0.75
Well of Life	A	U	0.75	0.50	0.30
Whip Sergeant	R	U	0.50	0.50	0.25
Whipstitched Zombie	B	C	0.25	0.25	0.25
Wild Might	G	C	0.25	0.25	0.25
Windscouter	U	U	0.50	0.50	0.25
Wing Storm	G	U	0.50	0.50	0.25
Wintermoon Mesa	L	R	2.50	2.00	0.75
Withdraw	U	C	0.25	0.25	0.25
Zerapa Minotaur	R	C	0.25	0.25	0.20
Total			234.40	177.45	120.45

INVASION — 350 Cards

Invasion Set	220.00	190.00▼	175.00
Invasion Foil Set	510.00	415.00▼	330.00
Pre-Constructed Deck Box	120.00	115.00▲	100.00
Booster Box	135.00	110.00▼	105.00
Pre-Constructed Deck	13.00	11.00	10.00
Booster Pack	4.20	4.00	3.50
Foil Rare	9.50	6.00	5.50
Foil Uncommon	4.15	3.00	3.00
Foil Common	1.05	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Absorb	D	R	30.00	19.00▲	17.25
Crosis, the Purger	D	R	25.00	15.00	12.50
Darigaaz, the Igniter	D	R	25.00	15.00	14.00
Dromar, the Banisher	D	R	25.00	15.00	13.75
Reya Dawnbringer	W	R	28.00	22.00▲	13.00
Rith, the Awakener	D	R	16.00	15.00▲	11.00
Skizzik	R	R	21.00	15.00	11.50
Treva, the Renewer	D	R	20.00	17.50▲	13.50
Undermine	D	R	30.00	23.00▼	19.00
Urza's Rage	R	R	40.00	30.00	20.00

CARD NAME	COL	RAR	UPR	MED	LOW
Absorb	D	R	10.00	8.00	6.75
Addle	B	U	1.10	1.00	0.35
Æther Rift	D	R	3.00	3.00	1.25
Aggressive Urge	G	C	0.25	0.25	0.25
Agonizing Demise	B	C	0.25	0.25	0.25
Alabaster Leech	W	R	3.00	1.75▼	0.45
Alloy Golem	A	U	1.00	0.75	0.25
Ancient Kavu	R	C	0.25	0.25	0.25
Ancient Spring	L	C	0.25	0.25	0.25
Andradite Leech	B	R	3.00	1.75▼	0.55
Angel of Mercy	W	U	1.00	1.00	0.60
Angelic Shield	D	U	1.00	1.00▲	0.25
Annihilate	B	U	1.00	1.00▲	0.25
Archaeological Dig	L	U	1.00	1.00	0.25
Ardent Soldier	W	C	0.25	0.25	0.25
Armadillo Cloak	D	C	1.00	1.00▲	0.25
Armored Guardian	D	R	3.00	2.50▼	0.95
Artifact Mutation	D	R	3.00	2.75▼	0.85
Assault/Battery	R/G	U	1.10	1.00	0.25
Atalya, Samite Master	W	R	3.50	3.00	3.00
Aura Mutation	D	R	4.00	2.50▼	1.75
Aura Shards	D	U	1.00	1.00	0.75
Backlash	D	U	1.00	1.00	0.85
Barrin's Spite	D	R	3.00	2.00▼	1.05
Barrin's Unmaking	U	C	0.25	0.25	0.25
Benalish Emissary	W	U	1.00	1.00▲	0.25
Benalish Heralds	W	U	1.00	1.00▲	0.25
Benalish Lancer	W	C	0.25	0.25	0.25
Benalish Trapper	W	C	0.25	0.25	0.25
Bend or Break	R	R	3.00	2.25▼	0.50
Bind	G	R	3.00	2.75▲	1.30
Blazing Specter	D	R	6.00	6.00	3.95
Blind Seer	U	R	3.00	2.25▲	1.00
Blinding Light	W	U	1.00	1.00	0.25
Bloodstone Cameo	A	U	1.00	1.00	0.35
Blurred Mongoose	G	R	5.25	5.00	2.75
Bog Initiate	B	C	0.25	0.25	0.25
Breaking Wave	U	R	3.00	2.00▼	0.50
Breath of Darigaaz	R	U	1.00	1.00	0.30
Callous Giant	R	R	3.00	2.50▼	0.45
Canopy Surge	G	U	1.00	1.00	0.75
Capashen Unicorn	W	C	0.25	0.25	0.25
Captain Sisay	D	R	4.80	4.00	3.90
Cauldron Dance	D	U	1.00	1.00▲	0.25
Chaotic Strike	R	U	1.00	0.75	0.25
Charging Troll	D	U	1.00	1.00	0.40
Chromatic Sphere	A	U	1.00	1.00	0.40
Cinder Shade	D	U	1.00	1.00▲	0.25
Coalition Victory	D	R	4.00	3.75▼	3.15
Coastal Tower	L	U	2.75	1.85▼	1.45
Collapsing Borders	R	R	3.00	2.00▼	0.45
Collective Restraint	U	R	4.50	3.75▼	3.00
Cremate	B	U	1.10	1.00▲	0.25
Crimson Acolyte	W	C	0.25	0.25	0.25
Crosis, the Purger	D	R	6.00	6.00	4.20
Crosis's Attendant	A	U	7.75	1.00	1.00
Crown of Flames	R	C	0.25	0.25	0.25
Crusading Knight	W	R	3.90	3.20▼	2.75
Crypt Angel	B	R	4.00	3.50▼	2.30
Crystal Spray	U	R	3.00	2.50▲	0.60
Cursed Flesh	B	C	0.25	0.25	0.20
Darigaaz, the Igniter	D	R	6.00	6.00	5.50
Darigaaz's Attendant	A	U	5.50	1.00	1.00
Death or Glory	W	R	3.75	2.05▼	1.00
Defiling Tears	B	U	1.00	1.00	0.75
Desperate Research	B	R	3.40	2.00▼	0.50
Devouring Strossus	B	R	5.00	5.00	4.35
Dismantling Blow	W	C	0.25	0.25	0.25
Disrupt	U	U	1.10	1.00▲	0.25
Distorting Wake	U	R	3.00	2.50▼	0.75
Divine Presence	W	R	3.00	2.25▲	0.75
Do or Die	B	R	4.00	3.75▼	2.75
Drake-Skull Cameo	A	U	1.00	1.00	0.35
Dream Thrush	U	C	0.25	0.25	0.25
Dredge	B	U	1.00	0.75	0.25
Dromar, the Banisher	D	R	6.00	5.75▼	3.80
Dromar's Attendant	A	U	5.00	1.00	1.00
Dueling Grounds	D	R	3.90	2.50▼	1.00
Duskwalker	B	C	0.25	0.25	0.25
Elfhame Palace	L	U	1.90	1.40▼	1.05
Elfhame Sanctuary	G	U	1.10	1.00	0.50
Elvish Champion	G	R	7.00	6.00	5.00
Empress Galina	U	R	3.40	3.00	1.60
Essence Leak	U	U	1.00	0.50▼	0.25
Exclude	U	C	0.25	0.25	0.25
Exotic Curse	B	C	0.25	0.25	0.20
Explosive Growth	G	C	0.25	0.25	0.20
Fact or Fiction	U	U	4.90	4.00	3.95
Faerie Squadron	U	C	0.25	0.25	0.25
Fertile Ground	G	C	0.25	0.25	0.25
Fight or Flight	W	R	3.00	2.00	0.45
Firebrand Ranger	R	U	1.00	1.00▲	0.25
Fires of Yavimaya	D	U	2.00	1.20▼	0.90
Firescreamer	B	C	0.25	0.25	0.25
Forest (four versions)	L	L	0.10	0.10	0.10
Frenzied Tilling	D	C	0.25	0.25	0.25
Galina's Knight	D	C	0.25	0.25	0.25
Geothermal Crevice	L	C	0.25	0.25	0.20
Ghitu Fire	R	R	4.50	4.00	2.60
Glimmering Angel	W	C	0.25	0.25	0.25
Global Ruin	W	R	4.00	2.50▼	0.65
Goblin Spy	R	U	1.00	0.75	0.25
Goham Djinn	B	U	1.00	1.00▲	0.25
Halam Djinn	R	U	1.00	1.00▲	0.25
Hanna, Ship's Navigator	D	R	4.00	2.65▼	2.00
Harrow	G	C	0.25	0.25	0.25
Harsh Judgment	W	R	3.75	1.75▼	0.80
Hate Weaver	B	U	1.00	0.75	0.25
Heroes' Reunion	D	U	1.20	1.05	1.00
Holy Day	W	C	0.25	0.25	0.25
Hooded Kavu	R	C	0.25	0.25	0.25
Horned Cheetah	D	U	1.00	1.00	0.25
Hunting Kavu	D	U	1.00	1.00▲	0.25
Hypnotic Cloud	B	C	0.25	0.25	0.20
Irrigation Ditch	L	C	0.25	0.25	0.20
Island (four versions)	L	L	0.10	0.10	0.10
Jade Leech	G	R	4.00	3.00▼	0.45
Juntu Stakes	A	R	3.00	2.25▼	0.75
Kangee, Aerie Keeper	D	R	3.00	2.95	2.05
Kavu Aggressor	R	C	0.25	0.25	0.25
Kavu Chameleon	G	U	1.25	1.10	0.25
Kavu Climber	G	C	0.25	0.25	0.25
Kavu Lair	G	R	2.95	1.75▼	0.50
Kavu Monarch	R	R	4.00	3.85▼	3.05
Kavu Runner	R	U	1.00	1.00▲	0.25
Kavu Scout	R	C	0.25	0.25	0.25
Kavu Titan	G	R	6.00	5.00▼	4.70
Keldon Necropolis	L	R	3.95	2.50▼	0.50
Liberate	W	U	1.00	1.00▲	0.25
Lightning Dart	R	U	1.00	0.75	0.25
Llanowar Cavalry	G	C	0.25	0.25	0.20
Llanowar Elite	G	C	0.25	0.25	0.25
Llanowar Knight	D	C	0.25	0.25	0.25
Llanowar Vanguard	G	C	0.25	0.25	0.20
Loafing Giant	R	R	3.00	2.50▲	0.45
Lobotomy	D	U	1.10	1.00	0.50
Lotus Guardian	A	R	3.00	2.25▲	1.25
Mages' Contest	R	R	3.75	3.00	0.65
Mana Maze	U	R	3.00	3.00	0.45
Maniacal Rage	R	C	0.25	0.25	0.20
Manipulate Fate	U	U	1.00	1.00	0.75
Marauding Knight	B	R	3.75	3.00	1.05
Metathran Aerostat	U	R	3.00	2.25▼	0.50
Metathran Transport	U	U	1.00	1.00▲	0.25
Metathran Zombie	U	C	0.25	0.25	0.25
Meteor Storm	D	R	4.00	3.50▼	0.45
Might Weaver	G	U	1.00	0.75	0.25
Molimo, Maro-Sorcerer	G	R	6.00	5.00	4.00
Mountain (four versions)	L	L	0.10	0.10	0.10
Mourning	B	C	0.25	0.25	0.20
Nightscape Apprentice	B	C	0.25	0.25	0.20
Nightscape Master	B	R	4.00	3.50▼	1.00
Noble Panther	D	R	4.00	3.75▼	1.65
Nomadic Elf	G	C	0.25	0.25	0.25
Obliterate	R	R	6.25	6.00▲	4.50
Obsidian Acolyte	W	C	0.25	0.25	0.25
Opt	U	C	0.25	0.25	0.25
Ordered Migration	D	U	1.00	1.00▲	0.25
Orim's Touch	W	C	0.25	0.25	0.20
Overabundance	D	R	4.00	2.00▼	0.65
Overload	R	C	0.25	0.25	0.25
Pain/Suffering	B/R	U	1.05	1.00	0.75
Phantasmal Terrain	U	C	0.25	0.25	0.20
Phyrexian Altar	A	R	3.00	2.50	1.05
Phyrexian Battleflies	B	C	0.25	0.25	0.25
Phyrexian Delver	B	R	3.00	2.25▼	0.45
Phyrexian Infiltrator	B	R	3.75	2.50▼	0.50
Phyrexian Lens	A	R	3.00	2.25▼	0.45
Phyrexian Reaper	B	C	0.25	0.25	0.25
Phyrexian Slayer	B	C	0.25	0.25	0.25
Pincer Spider	G	C	0.25	0.25	0.20
Plague Spitter	B	U	1.00	1.00	0.25
Plague Spores	D	C	0.25	0.25	0.20
Plains (four versions)	L	L	0.10	0.10	0.10
Planar Portal	A	R	5.50	5.00	4.00
Pledge of Loyalty	W	U	1.00	1.00▲	0.25
Pouncing Kavu	R	C	0.25	0.25	0.25

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Power Armor	A	U	1.00	0.75	0.25
Prison Barricade	W	C	0.25	0.25	0.20
Probe	U	C	0.25	0.25	0.25
Prohibit	U	C	0.25	0.25	0.25
Protective Sphere	W	C	0.25	0.25	0.20
Psychic Battle	U	R	3.00	2.25▲	0.45
Pulse of Llanowar	G	U	1.00	1.00▲	0.60
Pure Reflection	W	R	3.00	2.00▼	0.45
Pyre Zombie	D	R	5.25	4.75▼	1.90
Quirion Elves	G	C	0.30	0.25	0.25
Quirion Sentinel	G	C	0.25	0.25	0.20
Quirion Trailblazer	G	C	0.25	0.25	0.20
Rage Weaver	R	U	1.00	1.00▲	0.65
Raging Kavu	D	R	4.00	3.50▼	1.55
Rainbow Crow	U	U	1.00	1.00▲	0.25
Rampant Elephant	W	C	0.25	0.25	0.20
Ravenous Rats	B	C	0.25	0.25	0.25
Razorfoot Griffin	W	C	0.25	0.25	0.20
Reckless Assault	D	R	3.00	2.25▲	0.40
Reckless Spite	B	U	1.00	0.75	0.25
Recoil	D	C	0.45	0.30	0.25
Recover	B	C	0.25	0.25	0.25
Repulse	U	C	0.25	0.25	0.25
Restock	G	R	4.00	3.75▲	0.85
Restrain	W	C	0.25	0.25	0.20
Reviving Dose	W	C	0.25	0.25	0.20
Reviving Vapors	D	U	1.00	1.00▲	0.25
Rewards of Diversity	W	U	1.00	0.50▼	0.25
Reya Dawnbringer	W	R	12.50	9.00	7.25
Riptide Crab	D	U	1.00	1.00▲	0.25
Rith's Attendant	A	U	1.00	1.00▲	0.25
Rith, the Awakener	D	R	6.75	6.00	6.00
Rogue Kavu	R	C	0.25	0.25	0.25
Rooting Kavu	G	U	1.00	1.00▲	0.25
Rout	W	R	5.25	4.00▼	3.20
Ruby Leech	R	R	3.00	2.50	0.45
Ruham Djinn	W	U	1.00	1.00▲	0.25
Sabertooth Nishoba	D	R	4.00	3.50▼	1.85
Salt Marsh	L	U	2.50	2.20▼	1.10
Samite Archer	D	U	1.00	1.00▲	0.25
Samite Ministration	W	U	1.00	1.00▲	0.25
Sapphire Leech	U	R	3.25	3.00▲	2.15
Saproling Infestation	G	R	4.00	2.25▼	0.55
Saproling Symbiosis	G	R	4.75	4.00	3.25
Savage Offensive	R	C	0.25	0.25	0.20
Scarred Puma	R	C	0.25	0.25	0.20
Scavenged Weaponry	B	C	0.25	0.25	0.20
Scorching Lava	R	C	0.25	0.25	0.25
Scouting Trek	G	U	1.00	1.00	0.25
Searing Rays	R	U	1.00	1.00▲	0.30
Seashell Cameo	A	U	1.00	1.00	0.45
Seer's Vision	D	U	1.00	1.00▲	0.25
Serpentine Kavu	G	C	0.25	0.25	0.25
Shackles	W	C	0.25	0.25	0.20
Shimmering Wings	U	C	0.25	0.25	0.20
Shivan Emissary	R	U	1.00	1.00	0.75
Shivan Harvest	R	U	1.00	1.00▲	0.25
Shivan Oasis	L	U	1.75	1.50▼	1.10
Shivan Zombie	D	C	0.25	0.25	0.25
Shoreline Raider	U	C	0.25	0.25	0.25
Simoon	D	U	1.00	1.00	0.25
Skittish Kavu	R	U	1.00	0.50▼	0.25
Skizzik	R	R	8.00	7.00▼	5.25
Sky Weaver	U	U	1.00	1.00	0.75
Sleeper's Robe	D	U	1.00	1.00▲	0.25
Slimy Kavu	R	C	0.25	0.25	0.25
Slinking Serpent	D	U	1.00	0.75	0.50
Smoldering Tar	D	U	1.00	1.00	0.25
Soul Burn	B	C	0.25	0.25	0.25
Sparring Golem	A	U	1.00	1.00▲	0.25
Spinal Embrace	D	R	3.00	2.10▼	1.00
Spirit of Resistance	W	R	2.90	2.25▼	0.95
Spirit Weaver	W	U	1.00	1.00	0.75
Spite/Malice	U/B	U	1.10	1.00	0.25
Spreading Plague	B	R	2.90	1.90▼	1.00
Stalking Assassin	D	R	3.40	2.50	1.05
Stand or Fall	R	R	3.00	2.50▼	0.55
Stand/Deliver	W/U	U	1.00	1.00	0.25
Sterling Grove	D	U	2.50	1.75▼	1.10
Stormscape Apprentice	U	C	0.25	0.25	0.25
Stormscape Master	U	R	3.55	3.00	2.20
Strength of Unity	W	C	0.25	0.25	0.25
Stun	R	C	0.25	0.25	0.20
Sulam Djinn	G	U	1.00	1.00▲	0.25
Sulfur Vent	L	C	0.25	0.25	0.20
Sunscape Apprentice	W	C	0.25	0.25	0.20
Sunscape Master	W	R	3.55	2.05▼	1.00
Swamp (four versions)	L	L	0.10	0.10	0.10
Sway of Illusion	U	U	1.00	1.00▲	0.25
Tainted Well	B	C	0.25	0.25	0.25
Tangle	G	U	1.05	1.00	0.90
Tectonic Instability	R	R	3.00	2.25▼	0.45
Teferi's Care	W	U	1.00	0.75	0.25
Teferi's Moat	D	R	5.00	4.50▼	2.05
Teferi's Response	U	R	4.00	3.75▲	0.70
Tek	A	R	4.00	3.00▼	1.55
Temporal Distortion	U	R	3.00	2.00▼	0.45
Thicket Elemental	G	R	3.40	2.50▼	1.15
Thornscape Apprentice	G	C	0.25	0.25	0.25
Thornscape Master	G	R	3.75	2.00▼	0.75
Thunderscape Apprentice	R	C	0.25	0.25	0.20
Thunderscape Master	R	R	3.40	3.00	2.05
Tidal Visionary	U	C	0.25	0.25	0.25
Tigereye Cameo	A	U	1.00	1.00	0.35
Tinder Farm	L	C	0.25	0.25	0.20
Tolarian Emissary	U	U	1.00	1.00▲	0.25
Tower Drake	U	C	0.25	0.25	0.20
Tranquility	G	C	0.25	0.25	0.20
Traveler's Cloak	U	C	0.25	0.25	0.25
Treefolk Healer	G	U	1.00	1.00▲	0.25
Trench Wurm	B	U	1.00	1.00▲	0.25
Treva, the Renewer	D	R	5.75	5.00	3.80
Treva's Attendant	A	U	4.85	1.00	1.00
Tribal Flames	R	C	0.25	0.25	0.25
Troll-Horn Cameo	A	U	1.00	1.00	0.35
Tsabo Tavoc	D	R	4.75	3.95	3.45
Tsabo's Assassin	B	R	3.00	2.50▼	1.65
Tsabo's Decree	B	R	4.25	4.00	3.55
Tsabo's Web	A	R	4.90	3.50▼	0.45
Turf Wound	R	C	0.25	0.25	0.20
Twilight's Call	B	R	4.00	2.55▼	1.75
Undermine	D	R	10.75	10.00	7.75
Urborg Drake	D	U	1.00	1.00▲	0.25
Urborg Emissary	B	U	1.00	1.00▲	0.25
Urborg Phantom	B	C	0.25	0.25	0.20
Urborg Shambler	B	U	1.00	1.00▲	0.25
Urborg Skeleton	B	C	0.25	0.25	0.25
Urborg Volcano	L	U	1.75	1.50▼	1.10
Urza's Filter	A	R	3.00	2.50▼	1.05
Urza's Rage	R	R	15.00	12.50▼	8.00
Utopia Tree	G	R	5.75	5.00▼	4.15
Verdeloth the Ancient	G	R	4.40	4.00	4.00
Verduran Emissary	G	U	1.00	1.00▲	0.25
Viashino Grappler	R	C	0.25	0.25	0.20
Vicious Kavu	D	U	1.00	1.00▲	0.25
Vigorous Charge	G	C	0.25	0.25	0.25
Vile Consumption	D	R	3.40	2.50▼	0.65
Vodalian Hypnotist	U	U	1.00	1.00▲	0.25
Vodalian Merchant	U	C	0.25	0.25	0.25
Vodalian Serpent	U	C	0.25	0.25	0.20
Vodalian Zombie	D	C	0.25	0.25	0.25
Void	D	R	5.75	5.00▼	1.80
Voracious Cobra	D	U	1.00	1.00▲	0.25
Wallop	G	U	1.00	1.00▲	0.25
Wandering Stream	G	C	0.25	0.25	0.25
Wash Out	U	U	2.00	1.50	1.25
Wax/Wane	G/W	U	1.10	1.00	0.25
Wayfaring Giant	W	U	1.00	1.00▲	0.25
Well-Laid Plans	U	R	3.00	2.25▲	0.45
Whip Silk	G	C	0.25	0.25	0.25
Wings of Hope	D	C	0.25	0.25	0.25
Winnow	W	R	3.00	2.50▲	0.45
Worldly Counsel	U	C	0.25	0.25	0.20
Yavimaya Barbarian	D	C	0.25	0.25	0.25
Yavimaya Kavu	D	U	1.00	1.00▲	0.30
Yawgmoth's Agenda	B	R	5.00	4.75▼	1.55
Zanam Djinn	U	U	1.00	1.00▲	0.25
Zap	R	C	0.25	0.25	0.25
Total			639.35	522.10	289.15

Planeshift — 143 Cards

Planeshift Set	90.00	79.00	75.00
Planeshift Foil Set	700.00	450.00▼	395.00
Pre-Constructed Deck Box	125.00	95.00	94.00
Booster Box	105.00	100.00▲	94.00
Pre-Constructed Deck	12.75	12.00▲	10.25
Booster Pack	4.00	3.50	3.40
Foil Rare	11.25	6.00	4.25
Foil Uncommon	3.70	3.00	3.00
Foil Common	1.25	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Doomsday Specter	D	R	15.50	14.00	9.50
Draco	A	R	16.75	13.00▼	11.25
Eladamri's Call	D	R	11.25	10.00	8.00
Lord of the Undead	B	R	16.25	13.00▼	11.25
Meddling Mage	D	R	20.00	15.00▼	14.00
Nemata, Grove Guardian	G	R	10.00	10.00	9.00
Orim's Chant	W	R	24.00	18.00▲	13.50
Phyrexian Scuta	B	R	22.00	12.00▼	11.00
Planeswalker's Fury	R	R	12.25	10.00	6.50
Quirion Dryad	G	R	11.25	10.00	9.00
Radiant Kavu	D	R	12.25	10.00▲	6.00
Shivan Wurm	D	R	16.25	15.00	12.75
Tahngarth, Talruum Hero	R	R	12.25	11.00▲	6.50

CARD NAME	COL	RAR	UPR	MED	LOW
Allied Strategies	U	U	0.90	0.50▼	0.40
Alpha Kavu	G	U	0.90	0.50	0.40
Amphibious Kavu	G	C	0.25	0.25	0.20
Ancient Spider	D	R	3.00	2.50▼	1.00
Arctic Merfolk	U	C	0.25	0.25	0.10
Aura Blast	W	C	0.25	0.25	0.20
Aurora Griffin	W	C	0.25	0.25	0.20
Bog Down	B	C	0.25	0.25	0.10
Caldera Kavu	R	C	0.25	0.25	0.25
Cavern Harpy	D	C	0.25	0.25	0.25
Cloud Cover	D	R	3.00	2.00▼	1.05
Confound	U	C	0.25	0.25	0.25
Crosis's Catacombs	L	U	1.25	1.00	0.70
Crosis's Charm	D	U	1.00	0.75	0.40
Darigaaz's Caldera	L	U	1.25	1.00▼	0.70
Darigaaz's Charm	D	U	1.00	0.50▼	0.40
Daring Leap	D	C	0.25	0.25	0.20
Dark Suspicions	B	R	3.25	2.75▼	0.95
Deadapult	R	R	3.25	2.25▼	0.65
Death Bomb	B	C	0.25	0.25	0.20
Destructive Flow	D	R	3.00	1.75▲	0.65
Diabolic Intent	B	R	3.15	3.00	2.00
Disciple of Kangee	W	C	0.25	0.25	0.20
Dominaria's Judgment	W	R	3.00	1.55▼	0.45
Doomsday Specter	D	R	5.25	4.50▼	3.70
Draco	A	R	8.25	7.00▲	6.00
Dralnu's Crusade	D	R	3.00	2.70▼	1.40
Dralnu's Pet	U	R	3.15	1.50▼	0.90
Dromar's Cavern	L	U	1.25	1.00▼	0.70
Dromar's Charm	D	U	1.15	0.75▼	0.40
Eladamri's Call	D	R	4.65	4.00	3.10
Ertai's Trickery	U	U	1.00	0.50▼	0.50
Ertai, the Corrupted	D	R	4.00	3.00	1.10
Escape Routes	U	C	0.25	0.25	0.20
Exotic Disease	B	U	0.90	0.50	0.40
Falling Timber	G	C	0.25	0.25	0.10
Flametongue Kavu	R	U	3.10	2.75▲	1.65
Fleetfoot Panther	D	U	1.00	0.50▼	0.40
Forsaken City	L	R	4.00	2.00	1.00
Gaea's Herald	G	R	4.00	3.00	2.00
Gaea's Might	G	C	0.25	0.25	0.20
Gainsay	U	U	1.15	0.75▼	0.40
Gerrard's Command	D	C	0.25	0.25	0.25
Goblin Game	R	R	3.00	1.75▼	0.65
Guard Dogs	W	U	1.00	0.50▼	0.50
Heroic Defiance	W	C	0.25	0.25	0.10
Hobble	W	C	0.25	0.25	0.20
Honorable Scout	W	C	0.25	0.25	0.20
Horned Kavu	D	C	0.30	0.25	0.25
Hull Breach	D	C	0.30	0.25	0.25
Hunting Drake	U	C	0.25	0.25	0.20
Implode	R	U	0.90	0.50▼	0.40
Insolence	R	C	0.25	0.25	0.20
Kavu Recluse	R	C	0.25	0.25	0.20
Keldon Mantle	R	C	0.25	0.25	0.20
Keldon Twilight	D	R	3.00	1.00	0.65
Lashknife Barrier	W	U	0.90	0.50▼	0.40
Lava Zombie	D	C	0.25	0.25	0.25
Lord of the Undead	B	R	8.00	6.00	6.00
Maggot Carrier	B	C	0.25	0.25	0.25
Magma Burst	R	C	0.25	0.25	0.10
Magnigoth Treefolk	G	R	3.45	1.50▲	0.70
Malicious Advice	D	C	0.25	0.25	0.25
Mana Cylix	A	U	1.00	0.75▼	0.60
March of Souls	W	R	3.00	1.50▲	0.70
Marsh Crocodile	D	U	1.00	0.50▼	0.50
Meddling Mage	D	R	8.00	7.50	6.50
Meteor Crater	L	R	3.25	2.00	1.35
Mire Kavu	R	C	0.25	0.25	0.20
Mirrorwood Treefolk	G	U	0.90	0.50	0.40
Mogg Jailer	R	U	1.00	0.50	0.50
Mogg Sentry	R	R	3.25	1.85▼	1.50
Morgue Toad	B	C	0.25	0.25	0.10
Multani's Harmony	G	U	0.90	0.50▼	0.40
Natural Emergence	D	R	3.00	1.65▼	0.95
Nemata, Grove Guardian	G	R	5.00	4.35▼	3.60
Nightscape Battlemage	B	U	0.90	0.50	0.40
Nightscape Familiar	B	C	0.40	0.30	0.25
Noxious Vapors	B	U	0.90	0.50▼	0.40
Orim's Chant	W	R	6.50	6.00▼	5.00
Phyrexian Bloodstock	B	C	0.25	0.25	0.25
Phyrexian Scuta	B	R	6.00	5.50▼	4.75
Phyrexian Tyranny	D	R	3.15	2.25▼	0.65
Planar Overlay	U	R	3.00	1.55▼	0.65
Planeswalker's Favor	G	R	2.65	1.75	0.70
Planeswalker's Fury	R	R	3.00	2.00	1.10
Planeswalker's Mirth	W	R	2.25	2.00▲	1.00
Planeswalker's Mischief	U	R	2.25	1.35▲	0.70
Planeswalker's Scorn	B	R	2.25	1.55▼	0.50
Pollen Remedy	W	C	0.25	0.25	0.10
Primal Growth	G	C	0.25	0.25	0.20
Pygmy Kavu	G	C	0.25	0.25	0.20
Questing Phelddagrif	D	R	4.00	3.15▲	0.90
Quirion Dryad	G	R	5.00	3.65▼	2.45
Quirion Explorer	G	C	0.25	0.25	0.25
Radiant Kavu	D	R	3.00	1.00	0.55
Razing Snidd	D	U	0.75	0.50	0.50
Rith's Charm	D	U	1.00	0.75	0.40
Rith's Grove	L	U	1.15	1.00	0.65
Root Greevil	G	C	0.25	0.25	0.20
Rushing River	U	C	0.25	0.25	0.20
Samite Elder	W	R	3.00	1.25▲	0.70
Samite Pilgrim	W	C	0.25	0.25	0.20
Sawtooth Loon	D	U	1.00	0.50▼	0.50
Sea Snidd	U	C	0.25	0.25	0.10
Shifting Sky	U	U	1.00	0.75	0.40
Shivan Wurm	D	R	6.25	5.75▼	4.90
Shriek of Dread	B	C	0.25	0.25	0.25
Silver Drake	D	C	0.25	0.25	0.25
Singe	R	C	0.25	0.25	0.10
Sinister Strength	B	C	0.25	0.25	0.25
Sisay's Ingenuity	U	C	0.25	0.25	0.20
Skyship Weatherlight	A	R	3.00	2.90▼	2.00
Skyshroud Blessing	G	U	1.00	0.50▼	0.50
Slay	B	U	1.15	0.75	0.40
Sleeping Potion	U	C	0.25	0.25	0.20
Slingshot Goblin	R	C	0.25	0.25	0.10
Sparkcaster	D	U	0.90	0.50▼	0.40
Star Compass	A	U	1.00	0.55▼	0.40
Steel Leaf Paladin	D	C	0.25	0.25	0.25
Stone Kavu	G	C	0.25	0.25	0.20
Stormscape Battlemage	U	U	0.90	0.50	0.40
Stormscape Familiar	U	C	0.30	0.25	0.25
Strafe	R	U	1.00	0.50▼	0.50
Stratadon	A	U	1.00	0.50▼	0.40
Sunken Hope	U	R	3.00	1.50▼	0.85
Sunscape Battlemage	W	U	0.90	0.50	0.40
Sunscape Familiar	W	C	0.30	0.25	0.25
Surprise Deployment	W	U	1.00	0.50▼	0.50
Tahngarth, Talruum Hero	R	R	5.00	3.50▼	2.40
Terminal Moraine	L	U	0.90	0.75	0.40
Terminate	D	C	1.00	0.90	0.25
Thornscape Battlemage	G	U	1.00	0.50▼	0.40
Thornscape Familiar	G	C	0.30	0.25	0.25
Thunderscape Battlemage	R	U	0.90	0.50▼	0.40
Thunderscape Familiar	R	C	0.30	0.25	0.25
Treva's Charm	D	U	1.00	0.75	0.40
Treva's Ruins	L	U	1.65	1.25▼	1.00
Urza's Guilt	D	R	3.20	3.00	1.25
Voice of All	W	U	2.00	1.50	1.40
Volcano Imp	B	C	0.25	0.25	0.10
Warped Devotion	B	U	1.20	1.00	0.80
Waterspout Elemental	U	R	3.15	1.50▼	0.50
Total			233.15	169.00	114.15

Apocalypse — 143 Cards

Apocalypse Set	99.00	95.00▼	84.00
Apocalypse Foil Set	800.00	520.00▼	395.00
Pre-Constructed Deck Box	135.00	110.00▲	100.00
Booster Box	130.00	115.00▲	91.00
Pre-Constructed Deck	14.00	11.00▲	10.00
Booster Pack	4.00	3.50	3.30
Foil Rare	10.00	6.00▼	4.40
Foil Uncommon	3.00	3.00	3.00
Foil Common	1.00	1.00	0.50

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Desolation Angel	B	R	21.00	14.00▼	9.75
Lightning Angel	D	R	21.00	15.00	9.75
Llanowar Wastes	L	R	25.00	15.00▼	13.00
Mystic Snake	D	R	17.50	14.50▼	7.50
Pernicious Deed	D	R	27.00	18.00▼	15.75
Phyrexian Arena	B	R	15.00	12.00▼	8.00
Prophetic Bolt	D	R	21.00	12.00▼	6.75
Shivan Reef	L	R	23.00	12.00▼	10.00
Spectral Lynx	W	R	18.50	12.00▼	10.50
Spiritmonger	D	R	28.00	25.00	20.00
Vindicate	D	R	22.00	15.00▼	15.00
Yavimaya Coast	L	R	25.00	15.00▼	11.50

CARD NAME	COL	RAR	UPR	MED	LOW
Æther Mutation	D	U	1.00	0.50	0.40
Ana Disciple	G	C	0.25	0.25	0.10
Ana Sanctuary	G	U	0.90	0.50	0.40
Anavolver	G	R	3.00	3.00	0.90
Angelfire Crusader	W	C	0.25	0.25	0.10
Battlefield Forge	L	R	6.00	4.90▼	2.85
Bloodfire Colossus	R	R	3.50	2.50▼	1.40
Bloodfire Dwarf	R	C	0.25	0.25	0.10
Bloodfire Infusion	R	C	0.25	0.25	0.10
Bloodfire Kavu	R	U	1.00	0.50	0.40
Bog Gnarr	G	C	0.25	0.25	0.10
Brass Herald	A	U	1.00	0.75	0.50
Captain's Maneuver	D	U	1.00	0.50	0.40
Caves of Koilos	L	R	6.25	5.25▼	4.30
Ceta Disciple	U	C	0.25	0.25	0.10
Ceta Sanctuary	U	U	0.90	0.50	0.40
Cetavolver	U	R	3.50	2.00	0.60
Chaos/Order	R/W	U	1.00	0.75	0.40
Coalition Flag	W	U	0.90	0.50	0.40
Coalition Honor Guard	W	C	0.25	0.25	0.15
Coastal Drake	U	C	0.25	0.25	0.10
Consume Strength	D	C	1.00	0.25	0.10
Cromat	D	R	4.00	3.00	1.15
Day/Night	W/B	U	1.70	1.00	0.90
Dead Ringers	B	C	0.25	0.25	0.10
Death Grasp	D	R	7.00	6.00	3.40
Death Mutation	D	U	0.90	0.50	0.40
Death/Life	B/G	U	1.20	0.75	0.50
Dega Disciple	W	C	1.30	0.25	0.10
Dega Sanctuary	W	U	1.00	0.50	0.40
Degavolver	W	R	4.00	3.00▼	1.00
Desolation Angel	B	R	6.50	5.00▼	1.65
Desolation Giant	R	R	3.70	2.75▼	0.65
Diversionary Tactics	W	U	1.60	1.00	0.65
Divine Light	W	C	0.25	0.25	0.15
Dodecapod	A	U	1.00	0.65▼	0.40
Dragon Arch	A	U	1.45	1.00	0.40
Dwarven Landslide	R	C	0.25	0.25	0.10
Dwarven Patrol	R	U	1.00	0.75	0.40
Ebony Treefolk	D	U	1.00	0.50	0.40
Emblazoned Golem	A	U	1.00	0.50	0.45
Enlistment Officer	W	U	0.80	0.50	0.50
Evasive Action	U	U	1.00	0.85	0.50
False Dawn	W	R	3.00	2.00	0.35
Fervent Charge	D	R	3.00	3.00	1.50
Fire/Ice	R/U	U	1.75	1.25▼	0.50
Flowstone Charger	D	U	0.90	0.50	0.40
Foul Presence	B	U	0.90	0.50	0.40
Fungal Shambler	D	R	3.70	3.00▼	2.75
Gaea's Balance	G	U	1.00	0.50	0.40
Gaea's Skyfolk	D	C	0.25	0.25	0.20
Gerrard Capashen	W	R	4.65	3.00▼	1.40
Gerrard's Verdict	D	U	1.20	0.85▼	0.50
Glade Gnarr	G	C	0.35	0.25	0.10
Goblin Legionnaire	D	C	0.25	0.25	0.10
Goblin Ringleader	R	U	1.15	0.75	0.50
Goblin Trenches	D	R	4.50	4.00	0.65
Grave Defiler	B	U	1.00	1.00	0.50
Guided Passage	D	R	3.25	2.50	0.60
Haunted Angel	W	U	0.90	0.50	0.40
Helionaut	W	C	0.25	0.25	0.10
Ice Cave	U	R	3.00	3.00	1.00
Illuminate	R	U	1.00	1.00	0.50
Illusion/Reality	U/G	U	1.00	0.75	0.40
Index	U	C	0.25	0.25	0.10
Jaded Response	U	C	0.25	0.25	0.10
Jilt	U	C	0.25	0.25	0.10
Jungle Barrier	D	U	1.20	0.75	0.50
Kavu Glider	R	C	0.25	0.25	0.10
Kavu Howler	G	U	1.00	1.00	0.65
Kavu Mauler	G	R	3.00	2.00	0.65
Last Caress	B	C	1.15	0.25	0.15
Last Stand	D	R	3.00	3.00	0.65
Lay of the Land	G	C	1.05	0.25	0.20
Legacy Weapon	A	R	3.50	3.00	1.40
Lightning Angel	D	R	6.00	5.50▼	1.95
Living Airship	U	C	2.15	0.25	0.10
Llanowar Dead	D	C	0.25	0.25	0.15

Llanowar Wastes	L	R	7.50	6.00	4.80
Manacles of Decay	W	C	0.25	0.20	0.10
Martyrs' Tomb	D	U	1.00	0.75	0.50
Mask of Intolerance	A	R	3.50	2.00	0.35
Mind Extraction	B	C	0.25	0.25	0.10
Minotaur Illusionist	D	U	1.00	0.50	0.40
Minotaur Tactician	R	C	1.30	0.25	0.10
Mournful Zombie	B	C	0.25	0.25	0.10
Mystic Snake	D	R	6.00	4.00▼	1.15
Necra Disciple	B	C	0.55	0.25	0.10
Necra Sanctuary	B	U	1.00	0.50	0.50
Necravolver	B	R	4.00	3.00	0.65
Orim's Thunder	W	C	0.25	0.25	0.15
Overgrown Estate	D	R	3.50	3.00	0.65
Penumbra Bobcat	G	C	0.25	0.25	0.10
Penumbra Kavu	G	U	1.00	0.85	0.40
Penumbra Wurm	G	R	4.00	3.00▼	2.90
Pernicious Deed	D	R	9.00	8.00	7.50
Phyrexian Arena	B	R	7.25	5.00▼	2.95
Phyrexian Gargantua	B	U	1.00	0.50	0.50
Phyrexian Rager	B	C	0.25	0.25	0.15
Planar Despair	B	R	3.00	2.00	0.30
Powerstone Minefield	D	R	3.25	3.00	0.65
Prophetic Bolt	D	R	4.50	4.00	0.95
Putrid Warrior	D	C	0.25	0.25	0.15
Quagmire Druid	B	C	0.25	0.25	0.10
Quicksilver Dagger	D	C	0.25	0.25	0.20
Raka Disciple	R	C	0.25	0.25	0.10
Raka Sanctuary	R	U	1.00	0.50	0.40
Rakavolver	R	R	4.00	3.00▼	0.85
Razorfin Hunter	D	C	0.25	0.25	0.20
Reef Shaman	U	C	0.25	0.25	0.20
Savage Gorilla	G	C	0.25	0.25	0.10
Shield of Duty and Reason	W	C	0.25	0.25	0.10
Shimmering Mirage	U	C	0.25	0.25	0.10
Shivan Reef	L	R	6.25	6.00	4.85
Smash	R	C	0.25	0.25	0.10
Soul Link	D	C	0.25	0.25	0.20
Spectral Lynx	W	R	6.00	5.25▼	2.30
Spiritmonger	D	R	14.75	12.00	12.00
Squee's Embrace	D	C	0.25	0.25	0.20
Squee's Revenge	D	U	0.75	0.50	0.25
Standard Bearer	W	C	0.25	0.25	0.20
Strength of Night	G	C	0.25	0.25	0.10
Suffocating Blast	D	R	5.00	3.15▼	0.90
Suppress	B	U	0.90	0.50	0.40
Sylvan Messenger	G	U	1.00	0.75	0.40
Symbiotic Deployment	G	R	3.00	2.50▼	0.55
Tahngarth's Glare	R	C	0.25	0.25	0.10
Temporal Spring	D	C	0.25	0.25	0.20
Tidal Courier	U	U	0.75	0.50	0.30
Tranquil Path	G	C	0.25	0.25	0.10
Tundra Kavu	R	C	0.25	0.25	0.15
Unnatural Selection	U	R	4.00	3.00▼	2.30
Urborg Elf	G	C	0.35	0.25	0.20
Urborg Uprising	B	C	0.25	0.25	0.10
Vindicate	D	R	10.00	7.50▼	6.50
Vodalian Mystic	U	U	0.90	0.50	0.40
Whirlpool Drake	U	U	0.90	0.50	0.25
Whirlpool Rider	U	C	0.25	0.25	0.10
Whirlpool Warrior	U	R	3.00	2.00▼	0.40
Wild Research	R	R	3.00	3.00	0.60
Yavimaya Coast	L	R	7.25	7.00	5.75
Yavimaya's Embrace	D	R	3.00	2.00▼	0.75
Zombie Boa	B	C	0.25	0.25	0.20
Total			279.05	213.70	117.95

350 Cards

Odyssey Set (no foils)	200.00	200.00	175.00
Odyssey Foil Set	1500.00	1400.00	440.00
Odyssey Booster Box	100.00	99.00	85.00
Odyssey Pre-Constructed Deck Box	91.00	85.00	80.00
Odyssey Booster Pack	3.90	3.50▲	3.00
Odyssey Pre-Constructed Deck	10.75	10.00	9.25
Foil Rare	7.00	5.00	4.50
Foil Uncommon	3.50	3.00	2.00
Foil Common	1.75	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Braids, Cabal Minion	B	R	15.50	15.00▲	10.25
Call of the Herd	G	R	37.00	29.00▼	21.00
Divine Sacrament	W	R	15.00	15.00	9.75
Haunting Echoes	B	R	25.00	20.00▲	15.75
Iridescent Angel	D	R	18.00	17.00	15.00
Mirari	A	R	25.00	18.50▼	14.25
Mystic Enforcer	D	R	20.00	18.00	12.00
Shadowmage Infiltrator	D	R	35.00	30.00	24.00
Traumatize	U	R	25.00	18.00▲	15.00
Upheaval	U	R	25.00	18.00	14.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abandoned Outpost	L	C	0.25	0.25	0.25
Aboshan, Cephalid Emperor	U	R	3.00	2.50	0.65
Aboshan's Desire	U	C	0.90	0.25	0.25
Acceptable Losses	R	C	0.25	0.25	0.25
Aegis of Honor	W	R	5.00	4.00	2.75
Aether Burst	U	C	0.45	0.25	0.25
Afflict	B	C	0.25	0.25	0.25
Amugaba	U	R	3.00	2.50	1.30
Anarchist	R	C	0.25	0.25	0.25
Ancestral Tribute	W	R	3.00	3.00	1.75
Angelic Wall	W	C	0.25	0.25	0.25
Animal Boneyard	W	U	1.00	0.50	0.40
Ashen Firebeast	R	R	4.00	3.00	2.05
Atogatog	D	R	4.00	2.50	1.70
Aura Graft	U	U	1.00	0.50	0.40
Auramancer	W	C	0.25	0.25	0.25
Aven Archer	W	U	1.00	0.50	0.40
Aven Cloudchaser	W	C	0.25	0.25	0.25
Aven Fisher	U	C	0.25	0.25	0.25
Aven Flock	W	C	0.25	0.25	0.25
Aven Shrine	W	R	3.00	2.00	0.65
Aven Smokeweaver	U	U	1.00	0.50	0.40
Aven Windreader	U	C	0.25	0.25	0.25
Balancing Act	W	R	4.00	3.00	0.70
Balshan Beguiler	U	U	1.00	0.50	0.40
Balshan Griffin	U	U	1.00	0.50	0.40
Bamboozle	U	U	1.00	1.00	0.40
Barbarian Lunatic	R	C	0.25	0.25	0.25
Barbarian Ring	L	U	1.50	1.00	0.70
Bash to Bits	R	U	1.00	0.50	0.50
Battle of Wits	U	R	3.00	3.00	1.20
Battle Strain	R	U	1.00	0.50	0.40
Bearscape	G	R	4.00	3.50▼	1.60
Beast Attack	G	U	1.25	1.00	0.40
Beloved Chaplain	W	U	1.75	1.30	1.00
Blazing Salvo	R	C	0.30	0.25	0.25
Blessed Orator	W	U	1.00	0.50	0.40
Bloodcurdler	B	R	3.00	2.50	0.65
Bog Wreckage	L	C	0.25	0.25	0.25
Bomb Squad	R	R	3.00	2.50	1.85
Braids, Cabal Minion	B	R	7.00	5.50▼	4.00
Buried Alive	B	U	2.30	2.00	1.75
Burning Sands	R	R	3.25	2.50	1.00
Cabal Inquisitor	B	C	0.25	0.25	0.25
Cabal Patriarch	B	R	4.00	3.00	2.65
Cabal Pit	L	U	1.00	0.50	0.40
Cabal Shrine	B	R	3.00	2.50	0.65
Call of the Herd	G	R	14.00	12.00	9.50
Cantivore	W	R	3.00	2.00	0.85
Careful Study	U	C	0.50	0.35	0.25
Cartographer	G	C	0.25	0.25	0.25
Catalyst Stone	A	R	3.50	3.00	0.95
Caustic Tar	B	U	1.00	0.50	0.50
Cease-Fire	W	C	0.25	0.25	0.25
Centaur Garden	L	U	1.00	0.50	0.40
Cephalid Broker	U	U	1.00	0.75	0.50
Cephalid Coliseum	L	U	1.65	1.00	0.45
Cephalid Looter	U	C	0.25	0.25	0.25
Cephalid Retainer	U	R	3.00	2.50	0.65
Cephalid Scout	U	C	0.25	0.25	0.25
Cephalid Shrine	U	R	3.00	2.50	0.65
Chainflinger	R	C	0.25	0.25	0.25
Chamber of Manipulation	U	U	1.00	0.50	0.45
Chance Encounter	R	R	3.00	2.00	0.90
Charmed Pendant	A	R	3.00	2.50	0.65
Chatter of the Squirrel	G	C	0.30	0.25	0.25
Childhood Horror	B	U	1.00	0.50	0.40
Chlorophant	G	R	3.75	3.50	3.00
Coffin Purge	B	C	0.25	0.25	0.25
Cognivore	U	R	3.00	3.00	1.65
Concentrate	U	U	1.50	1.00	0.55
Confessor	W	C	0.25	0.25	0.25
Crashing Centaur	G	U	1.00	0.50	0.40
Crypt Creeper	B	C	0.25	0.25	0.25
Crystal Quarry	L	R	4.00	3.00	3.00
Cultural Exchange	U	R	3.00	2.50	0.80
Cursed Monstrosity	B	R	3.00	2.00	0.65
Darkwater Catacombs	L	R	5.00	4.00	2.80
Darkwater Egg	A	U	1.00	0.50	0.40
Decaying Soil	B	R	3.00	2.50	0.65
Decimate	D	R	3.80	3.00▼	2.30
Decompose	B	U	1.00	0.75	0.40
Dedicated Martyr	W	C	0.25	0.25	0.25
Deep Reconnaissance	G	U	1.00	0.50	0.40
Delaying Shield	W	R	3.50	3.00	0.85
Deluge	U	U	1.00	0.50	0.40
Dematerialize	U	C	0.25	0.25	0.25
Demolish	R	U	1.00	0.50	0.40
Demoralize	R	C	0.25	0.25	0.25
Deserted Temple	L	R	4.00	3.00	1.60
Devoted Caretaker	W	R	6.00	4.90	3.45
Diabolic Tutor	B	U	3.45	2.50	1.55
Diligent Farmhand	G	C	0.25	0.25	0.25
Dirty Wererat	B	C	0.25	0.25	0.25
Divert	U	R	6.00	4.00	2.35
Divine Sacrament	W	R	7.00	6.00	3.90
Dogged Hunter	W	R	3.00	2.00	0.65
Dreamwinder	U	C	0.25	0.25	0.25
Druid Lyrist	G	C	0.25	0.25	0.25
Druid's Call	G	U	1.00	0.75	0.50
Dusk Imp	B	C	0.25	0.25	0.25
Dwarven Grunt	R	C	0.25	0.25	0.25
Dwarven Recruiter	R	U	1.00	0.50	0.40
Dwarven Shrine	R	R	3.00	2.50	0.65
Dwarven Strike Force	R	U	1.00	0.50	0.40
Earnest Fellowship	W	R	3.00	3.00	0.75
Earth Rift	R	C	0.25	0.25	0.25
Elephant Ambush	G	C	0.25	0.25	0.25
Ember Beast	R	C	0.25	0.25	0.25
Embolden	W	C	0.25	0.25	0.25
Engulfing Flames	R	U	1.00	1.00	0.50
Entomb	B	R	10.50	6.00	5.25
Epicenter	R	R	5.00	3.00	0.70
Escape Artist	U	C	0.25	0.25	0.25
Execute	B	U	1.00	1.00	0.40
Extract	U	R	5.00	3.95	3.00
Face of Fear	B	U	1.00	0.50	0.40
Famished Ghoul	B	U	1.00	0.50	0.40
Fervent Denial	U	U	1.00	0.50	0.40
Filthy Cur	B	C	0.25	0.25	0.25
Firebolt	R	C	0.60	0.35	0.25
Flame Burst	R	C	0.35	0.25	0.25
Fledgling Imp	B	C	0.25	0.25	0.25
Forest (four versions)	L	L	0.10	0.10	0.10
Frenetic Ogre	R	U	1.00	0.50	0.40
Frightcrawler	B	C	0.25	0.25	0.25
Gallantry	W	U	1.00	0.50	0.40
Ghastly Demise	B	C	0.25	0.25	0.25
Gorilla Titan	G	U	1.00	0.50	0.40
Graceful Antelope	W	R	3.00	2.00	0.80
Gravedigger	B	C	0.25	0.25	0.25
Gravestorm	B	R	5.00	3.00	2.40
Ground Seal	G	R	3.75	3.00	1.90
Halberdier	R	C	0.25	0.25	0.25
Hallowed Healer	W	C	0.25	0.25	0.25
Haunting Echoes	B	R	12.00	12.00	10.50
Hint of Insanity	B	R	3.00	2.50	0.65
Holistic Wisdom	G	R	5.00	3.00	1.25
Howling Gale	G	U	1.00	0.50	0.40
Immobilizing Ink	U	C	0.25	0.25	0.25
Impulsive Maneuvers	R	R	3.00	2.00	0.65
Infected Vermin	B	U	1.00	0.50	0.40
Innocent Blood	B	C	0.50	0.30	0.25
Iridescent Angel	D	R	9.00	8.00	5.75
Island (four versions)	L	L	0.10	0.10	0.10
Ivy Elemental	G	R	3.90	3.00▼	2.80
Junk Golem	A	R	3.00	2.00	0.65
Kamahl, Pit Fighter	R	R	6.00	4.50▲	1.65
Kamahl's Desire	R	C	3.20	0.25	0.25
Karmic Justice	W	R	3.00	2.50	1.10
Kirtar's Desire	W	C	0.25	0.25	0.25
Kirtar's Wrath	W	R	4.50	3.75▼	2.90
Krosan Archer	G	C	0.25	0.25	0.25
Krosan Avenger	G	C	0.25	0.25	0.25
Krosan Beast	G	R	5.00	4.50	3.85
Laquatus's Creativity	U	U	1.00	0.50	0.40
Last Rites	B	C	0.25	0.25	0.25
Lava Blister	R	U	1.15	0.50	0.40
Leaf Dancer	G	C	0.25	0.25	0.25
Lieutenant Kirtar	W	R	4.00	2.50	2.00
Life Burst	W	C	0.45	0.25	0.25
Limestone Golem	A	U	1.00	0.50	0.40
Liquid Fire	R	U	1.00	1.00	0.50
Lithatog	D	U	1.00	0.50	0.40
Luminous Guardian	W	U	1.00	0.50	0.50
Mad Dog	R	C	0.25	0.25	0.25
Magma Vein	R	U	1.00	0.50	0.50
Magnivore	R	R	3.25	3.00	2.00
Malevolent Awakening	B	U	1.00	0.50	0.40
Master Apothecary	W	R	3.40	3.00	2.80
Metamorphic Wurm	G	U	1.00	0.50	0.40
Millikin	A	U	1.00	0.50	0.40
Mind Burst	B	C	0.25	0.25	0.25
Mindslicer	B	R	4.00	3.50	2.40
Mine Layer	R	R	3.50	3.00	2.40
Minotaur Explorer	R	U	1.00	0.50	0.50
Mirari	A	R	12.75	10.00	9.25
Molten Influence	R	R	4.50	4.00▲	2.30
Moment's Peace	G	C	0.50	0.25	0.25
Morbid Hunger	B	C	0.25	0.25	0.25
Morgue Theft	B	C	0.25	0.25	0.25
Mortivore	B	R	5.00	3.85	3.00
Mossfire Egg	A	U	1.00	0.50	0.40
Mossfire Valley	L	R	4.50	4.00	1.95
Mountain (four versions)	L	L	0.10	0.10	0.10
Mudhole	R	R	3.00	2.00	0.65
Muscle Burst	G	C	0.25	0.25	0.25
Mystic Crusader	W	R	6.50	4.00	1.90
Mystic Enforcer	D	R	8.50	6.00	4.60
Mystic Penitent	W	U	1.00	0.50	0.40
Mystic Visionary	W	C	0.25	0.25	0.25
Mystic Zealot	W	C	0.25	0.25	0.25
Nantuko Disciple	G	C	0.25	0.25	0.25
Nantuko Elder	G	U	1.00	1.00	0.40
Nantuko Mentor	G	R	3.00	2.50	1.65
Nantuko Shrine	G	R	3.00	3.00	0.90
Need for Speed	R	R	3.00	2.00	0.65
Nefarious Lich	B	R	3.50	3.00	0.65
New Frontiers	G	R	4.00	3.00	0.95
Nimble Mongoose	G	U	1.50	1.25	0.70
Nomad Decoy	W	U	1.00	0.50	0.40
Nomad Stadium	L	U	1.00	0.50	0.40
Nut Collector	G	R	5.00	5.00	4.30
Obstinate Familiar	R	R	3.00	2.00	0.70
Otarian Juggernaut	A	R	3.00	2.50	0.70
Overeager Apprentice	B	C	0.25	0.25	0.25
Overrun	G	U	2.10	1.60	1.05
Painbringer	B	U	1.00	0.50	0.40
Pardic Firecat	R	C	0.25	0.25	0.25
Pardic Miner	R	R	3.00	2.00	0.70
Pardic Swordsmith	R	C	0.25	0.25	0.25
Patchwork Gnomes	A	U	1.00	0.50	0.40
Patriarch's Desire	B	C	0.25	0.25	0.25
Patrol Hound	W	C	0.25	0.25	0.25
Patron Wizard	U	R	4.90	4.00	3.00
Pedantic Learning	U	R	3.00	2.00	0.65
Peek	U	C	0.25	0.25	0.25
Persuasion	U	R	4.00	3.00	1.65
Petrified Field	L	R	4.00	3.00	0.80
Phantatog	D	U	1.00	0.50	0.40
Phantom Whelp	U	C	0.25	0.25	0.25
Pianna, Nomad Captain	W	R	4.00	3.00	1.45
Pilgrim of Justice	W	C	0.25	0.25	0.25
Pilgrim of Virtue	W	C	0.25	0.25	0.25
Piper's Melody	G	U	1.00	1.00	0.40
Plains (four versions)	L	L	0.10	0.10	0.10
Predict	U	U	1.00	0.50	0.40
Price of Glory	R	U	1.50	1.00	0.40
Primal Frenzy	G	C	0.25	0.25	0.25
Psionic Gift	U	C	0.25	0.25	0.25
Psychatog	D	U	2.50	2.20	1.30
Pulsating Illusion	U	U	1.00	0.50	0.50
Puppeteer	U	U	1.00	0.50	0.45
Rabid Elephant	G	C	0.25	0.25	0.25
Ravaged Highlands	L	C	0.25	0.25	0.25
Ray of Distortion	W	C	0.25	0.25	0.25
Reckless Charge	R	C	0.30	0.25	0.25
Recoup	R	U	1.00	1.00	0.45
Refresh	G	C	0.25	0.25	0.25
Repel	U	C	0.25	0.25	0.25
Repentant Vampire	B	R	4.00	3.00	2.85
Resilient Wanderer	W	U	1.00	0.50	0.40
Rites of Initiation	R	C	0.25	0.25	0.25
Rites of Refusal	U	C	0.25	0.25	0.25
Rites of Spring	G	C	0.25	0.25	0.25
Roar of the Wurm	G	U	3.00	2.50	1.90
Rotting Giant	B	U	1.00	1.00	0.50
Sacred Rites	W	C	0.25	0.25	0.25
Sadistic Hypnotist	B	U	1.00	0.50	0.40
Sandstone Deadfall	A	U	1.00	0.50	0.40
Sarcatog	D	U	1.00	0.50	0.40
Savage Firecat	R	R	4.00	3.50	1.50
Scorching Missile	R	C	0.25	0.25	0.25
Screams of the Damned	B	U	1.00	0.50	0.40
Scrivener	U	C	0.25	0.25	0.25
Seafloor Debris	L	C	0.25	0.25	0.25
Second Thoughts	W	C	0.25	0.25	0.25
Seize the Day	R	R	3.00	2.50	0.75
Seton, Krosan Protector	G	R	4.00	3.00	0.65
Seton's Desire	G	C	0.55	0.25	0.25
Shadowblood Egg	A	U	1.00	0.50	0.40
Shadowblood Ridge	L	R	5.00	4.00	2.30
Shadowmage Infiltrator	D	R	15.00	9.00	7.75
Shelter	W	C	0.25	0.25	0.25
Shifty Doppelganger	U	R	3.00	2.50	0.75
Shower of Coals	R	U	1.00	0.50	0.40
Simplify	G	C	0.25	0.25	0.25
Skeletal Scrying	B	U	1.25	1.00	0.50
Skull Fracture	B	U	1.00	0.50	0.40
Skycloud Egg	A	U	1.00	0.50	0.40
Skycloud Expanse	L	R	4.50	4.00	3.20
Skyshooter	G	U	1.00	0.50	0.40
Soulcatcher	W	U	1.00	1.00	0.60
Spark Mage	R	U	1.00	0.50	0.40
Spellbane Centaur	G	R	6.00	5.00	2.75
Sphere of Duty	W	U	1.00	0.50	0.40
Sphere of Grace	W	U	1.00	0.50	0.40
Sphere of Law	W	U	1.00	0.50	0.45
Sphere of Reason	W	U	1.00	0.50	0.40
Sphere of Truth	W	U	1.00	0.50	0.40
Spiritualize	W	U	1.00	0.50	0.40
Springing Tiger	G	C	0.25	0.25	0.25
Squirrel Mob	G	R	6.00	4.30	3.75
Squirrel Nest	G	U	3.10	3.00	2.10
Stalking Bloodsucker	B	R	3.50	2.50	1.10
Standstill	U	U	2.00	1.20	0.85
Steam Vines	R	U	1.00	0.50	0.40
Steamclaw	A	U	1.00	0.50	0.40
Still Life	G	U	1.00	0.50	0.50
Stone-Tongue Basilisk	G	R	4.00	3.00	2.30
Sungrass Egg	A	U	1.00	0.50	0.40
Sungrass Prairie	L	R	4.50	4.00	2.35
Swamp (four versions)	L	L	0.10	0.10	0.10
Sylvan Might	G	U	1.00	0.50	0.40
Syncopate	U	C	0.25	0.25	0.25
Tainted Pact	B	R	4.00	4.00	2.05
Tarnished Citadel	L	R	3.00	2.50	0.90
Tattoo Ward	W	U	1.00	0.50	0.40
Terravore	G	R	5.00	4.95	3.00
Testament of Faith	W	U	1.00	0.50	0.40
Thaumatog	D	U	1.00	0.50	0.40
Thermal Blast	R	C	0.25	0.25	0.25
Think Tank	U	U	1.00	0.50	0.40
Thought Devourer	U	R	4.50	3.00	0.65
Thought Eater	U	U	1.00	0.50	0.40
Thought Nibbler	U	C	0.25	0.25	0.25
Timberland Ruins	L	C	0.25	0.25	0.25
Time Stretch	U	R	6.50	4.00	3.25
Tireless Tribe	W	C	0.25	0.25	0.25
Tombfire	B	R	3.00	2.50	0.70
Touch of Invisibility	U	C	0.25	0.25	0.25
Traumatize	U	R	11.00	10.00	9.00
Traveling Plague	B	R	3.00	2.50	0.65
Treetop Sentinel	U	U	1.00	0.50	0.40
Tremble	R	C	0.25	0.25	0.25
Twigwalker	G	U	1.00	0.50	0.50

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Unifying Theory	U	R	3.00	3.00	0.65
Upheaval	U	R	10.00	8.25	6.75
Vampiric Dragon	D	R	9.75	7.00▼	5.50
Verdant Succession	G	R	3.25	3.00	2.55
Vivify	G	U	1.00	0.50	0.40
Volcanic Spray	R	U	1.00	0.50	0.40
Volley of Boulders	R	R	3.00	2.00	0.65
Wayward Angel	W	R	5.00	3.75▼	3.00
Werebear	G	C	0.45	0.25	0.25
Whipkeeper	R	U	1.00	0.50	0.40
Whispering Shade	B	C	0.25	0.25	0.25
Wild Mongrel	G	C	0.75	0.50	0.40
Woodland Druid	G	C	0.25	0.25	0.25
Words of Wisdom	U	C	0.25	0.25	0.25
Zombie Assassin	B	C	0.25	0.25	0.25
Zombie Cannibal	B	C	0.25	0.25	0.25
Zombie Infestation	B	U	1.75	1.05	1.00
Zombify	B	U	2.10	1.55	1.15
Zoologist	G	R	3.00	2.50	0.85
Total			663.95	503.10	324.70

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Torment Set (no foils)	130.00	120.00	92.00
Torment Foil Set	420.00	390.00▲	120.00
Torment Booster Box	130.00	120.00▲	100.00
Torment Pre-Constructed Deck Box	165.00	125.00	91.00
Torment Booster Pack	4.00	4.00	4.00
Torment Pre-Constructed Deck	18.00	11.50	10.75
Foil Rare cards	7.50	6.00	5.25
Foil Uncommon cards	3.00	3.00	2.65
Foil Common cards	1.00	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Ambassador Laquatus	U	R	17.00	10.00	9.00
Angel of Retribution	W	R	11.50	10.00▲	9.25
Chainer, Dementia Master	B	R	12.00	10.00	9.00
Grim Lavamancer	R	R	15.25	14.50▲	10.75
Ichorid	B	R	13.00	10.00▲	8.00
Laquatus's Champion	B	R	15.00	12.00	11.00
Mutilate	B	R	18.00	16.00▼	12.00
Nantuko Shade	B	R	28.00	20.00▼	17.50
Plagiarize	U	R	15.00	12.00	9.00
Sengir Vampire	B	R	14.50	10.00	9.00

CARD NAME	COL	RAR	UPR	MED	LOW
Accelerate	R	C	0.25	0.25	0.25
Acorn Harvest	G	C	0.25	0.25	0.25
Alter Reality	U	R	3.85	3.15▼	2.70
Ambassador Laquatus	U	R	7.00	6.00	3.35
Angel of Retribution	W	R	4.65	4.00	3.80
Anurid Scavenger	G	U	1.00	0.50	0.30
Aquamoeba	U	C	0.25	0.25	0.25
Arrogant Wurm	G	U	2.50	2.35▲	1.75
Aven Trooper	W	C	0.25	0.25	0.20
Balshan Collaborator	U	U	1.00	0.50	0.30
Balthor the Stout	R	R	4.40	3.00▲	1.45
Barbarian Outcast	R	C	0.25	0.25	0.20
Basking Rootwalla	G	C	0.80	0.45	0.25
Boneshard Slasher	B	U	1.00	0.75▲	0.50
Breakthrough	U	U	1.00	0.75▲	0.35
Cabal Coffers	L	U	3.40	2.55	1.25
Cabal Ritual	B	C	0.25	0.25	0.25
Cabal Surgeon	B	C	0.25	0.25	0.20
Cabal Torturer	B	C	0.25	0.25	0.20
Carrion Rats	B	C	0.25	0.25	0.25
Carrion Wurm	B	U	1.00	0.75	0.45
Centaur Chieftain	G	U	1.00	0.50	0.30
Centaur Veteran	G	C	0.25	0.25	0.20
Cephalid Aristocrat	U	C	0.25	0.25	0.25
Cephalid Illusionist	U	U	1.00	0.50	0.30
Cephalid Sage	U	U	1.00	0.50	0.30
Cephalid Snitch	U	C	0.25	0.25	0.20
Cephalid Vandal	U	R	3.00	2.50▲	0.45
Chainer, Dementia Master	B	R	5.50	4.85▼	3.70
Chainer's Edict	B	U	3.55	3.00	2.60
Churning Eddy	U	C	0.25	0.25	0.20
Circular Logic	U	U	3.90	3.00	2.60
Cleansing Meditation	W	U	1.00	0.75▲	0.35
Compulsion	U	U	1.50	1.00	0.90
Coral Net	U	C	0.25	0.25	0.20
Crackling Club	R	C	0.25	0.25	0.20
Crazed Firecat	R	U	1.00	0.50	0.30
Crippling Fatigue	B	C	0.25	0.25	0.20
Dawn of the Dead	B	R	4.00	3.25▲	0.65
Deep Analysis	U	C	0.50	0.30	0.25
Devastating Dreams	R	R	5.00	3.00	0.65
Dwell on the Past	G	U	1.00	0.75▲	0.30
Enslaved Dwarf	R	C	0.25	0.25	0.25
Equal Treatment	W	U	1.00	0.50	0.30
Faceless Butcher	B	C	0.25	0.25	0.25
False Memories	U	R	3.40	2.50▲	0.45
Far Wanderings	G	C	0.25	0.25	0.25
Fiery Temper	R	C	0.25	0.25	0.25
Flaming Gambit	R	U	1.00	0.50	0.30
Flash of Defiance	R	C	0.25	0.25	0.25
Floating Shield	W	C	0.25	0.25	0.25
Frantic Purification	W	C	0.25	0.25	0.25
Ghostly Wings	U	C	0.25	0.25	0.20
Gloomdrifter	B	U	1.00	0.50	0.30
Gravegouger	B	C	0.25	0.25	0.25
Grim Lavamancer	R	R	7.25	7.00	5.50
Grotesque Hybrid	B	U	1.00	0.50	0.50
Gurzigost	G	R	4.00	3.75▲	3.00
Hell-Bent Raider	R	R	4.75	2.90▼	1.75
Hydromorph Guardian	U	C	0.25	0.25	0.20
Hydromorph Gull	U	U	1.00	0.50	0.30
Hypnox	B	R	5.50	5.00	3.25
Hypochondria	W	U	1.00	0.50	0.30
Ichorid	B	R	5.00	3.90▼	1.00
Insidious Dreams	B	R	4.00	3.40▲	2.75
Insist	G	R	3.75	2.50▼	0.80
Invigorating Falls	G	C	0.25	0.25	0.25
Kamahl's Sledge	R	C	0.25	0.25	0.20
Krosan Constrictor	G	C	0.25	0.25	0.25
Krosan Restorer	G	C	0.25	0.25	0.25
Laquatus's Champion	B	R	7.00	6.75▲	5.25
Last Laugh	B	R	3.90	3.25▼	1.00
Liquify	U	C	0.25	0.25	0.25
Llawan, Cephalid Empress	U	R	4.00	2.55▲	1.95
Longhorn Firebeast	R	C	0.25	0.25	0.20
Major Teroh	W	R	3.90	3.00	2.20
Mesmeric Fiend	B	C	0.25	0.25	0.25
Militant Monk	W	C	0.25	0.25	0.25
Mind Sludge	B	U	1.00	1.00	0.30
Morningtide	W	R	3.75	3.00	1.05
Mortal Combat	B	R	3.90	3.30▲	3.00
Mortiphobia	B	U	1.00	0.50	0.30
Mutilate	B	R	9.75	8.00	7.00
Mystic Familiar	W	C	0.25	0.25	0.25
Nantuko Blightcutter	G	R	4.00	2.50▼	0.80
Nantuko Calmer	G	C	0.25	0.25	0.25
Nantuko Cultivator	G	R	3.40	3.00	0.50
Nantuko Shade	B	R	13.00	11.50▼	9.75
Narcissism	G	U	1.00	0.75▲	0.30
Nostalgic Dreams	G	R	4.75	3.00	1.20
Obsessive Search	U	C	0.25	0.25	0.25
Organ Grinder	B	C	0.25	0.25	0.25
Overmaster	R	R	3.75	2.50▼	1.90
Parallel Evolution	G	R	5.75	4.50▲	3.15
Pardic Arsonist	R	U	1.00	0.75▲	0.30
Pardic Collaborator	R	U	1.00	0.50	0.30
Pardic Lancer	R	C	0.25	0.25	0.20
Pay No Heed	W	C	0.25	0.25	0.20
Petradon	R	R	3.00	2.50▲	1.20
Petravark	R	C	0.25	0.25	0.25
Pitchstone Wall	R	U	1.00	0.50	0.30
Plagiarize	U	R	4.50	2.75▼	0.65
Possessed Aven	U	R	3.00	2.75▲	0.60
Possessed Barbarian	R	R	3.00	2.25▲	0.85
Possessed Centaur	G	R	3.00	2.50	0.65
Possessed Nomad	W	R	3.00	2.25▲	0.65
Psychotic Haze	B	C	0.25	0.25	0.25
Putrid Imp	B	C	0.25	0.25	0.25
Pyromania	R	U	1.00	0.75▲	0.30
Radiate	R	R	3.75	3.00	0.90
Rancid Earth	B	C	0.25	0.25	0.25
Reborn Hero	W	R	4.75	2.50▼	0.75
Restless Dreams	B	C	0.25	0.25	0.25
Retraced Image	U	R	3.00	2.25▲	1.20
Sengir Vampire	B	R	5.00	5.00	3.70
Seton's Scout	G	U	1.00	0.50	0.35
Shade's Form	B	C	0.25	0.25	0.25
Shambling Swarm	B	R	4.00	4.00	1.75
Sickening Dreams	B	U	1.00	0.75▲	0.45
Skullscorch	R	R	5.00	4.25▼	1.80
Skywing Aven	U	C	0.25	0.25	0.20
Slithery Stalker	B	U	1.00	0.50	0.30
Sonic Seizure	R	C	0.25	0.25	0.25
Soul Scourge	B	C	0.25	0.25	0.20
Spirit Flare	W	C	0.25	0.25	0.25
Stern Judge	W	U	1.00	0.50	0.30
Strength of Isolation	W	U	1.00	0.50	0.30
Strength of Lunacy	B	U	1.00	0.50	0.30
Stupefying Touch	U	U	1.00	0.50	0.30
Tainted Field	L	U	1.85	1.10▲	0.90
Tainted Isle	L	U	1.80	1.00	0.80
Tainted Peak	L	U	1.75	0.95	0.70
Tainted Wood	L	U	1.75	0.95	0.70
Temporary Insanity	R	U	1.00	0.50	0.30
Teroh's Faithful	W	C	0.25	0.25	0.25
Teroh's Vanguard	W	U	1.00	0.50	0.30
Transcendence	W	R	3.00	3.00	1.65
Turbulent Dreams	U	R	5.00	4.00	1.40
Unhinge	B	C	0.25	0.25	0.25
Vengeful Dreams	W	R	4.75	3.25▼	2.95
Violent Eruption	R	U	1.80	1.00	1.00
Waste Away	B	C	0.25	0.25	0.25
Zombie Trailblazer	B	U	1.00	0.85▲	0.55
Total			276.00	214.80	132.05

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Judgment Set (no foils)	140.00	125.00	98.00
Judgment Foil Set	465.00	425.00▼	325.00
Judgment Booster Box	125.00	115.00	94.00
Judgment Pre-Constructed Deck Box	180.00	115.00▲	105.00
Judgment Booster Pack	4.20	3.90	3.35
Judgment Pre-Constructed Deck	21.00	13.50▲	11.75
Foil Rare cards	7.75	6.00▼	4.25
Foil Uncommon cards	3.00	3.00	2.25
Foil Common cards	1.00	1.00	0.65

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Anurid Brushhopper	D	R	20.00	15.00▼	14.25
Burning Wish	R	R	12.50	11.50	10.25
Cunning Wish	U	R	17.25	14.00▼	12.75
Fledgling Dragon	R	R	15.00	14.50▲	9.75
Genesis	G	R	15.25	14.50▲	11.00
Glory	W	R	15.00	14.50▲	9.50
Living Wish	G	R	18.00	16.00▲	15.00
Mirari's Wake	D	R	15.00	14.50▲	12.00
Phantom Nishoba	D	R	12.00	12.00	9.25
Seedtime	G	R	12.00	10.50	8.00

CARD NAME	COL	RAR	UPR	MED	LOW
Ancestor's Chosen	W	U	1.00	0.50	0.50
Anger	R	U	1.70	1.00	1.00
Anurid Barkripper	G	C	0.25	0.25	0.25
Anurid Brushhopper	D	R	10.00	8.00	5.75
Anurid Swarmsnapper	G	U	1.00	0.50	0.40
Arcane Teachings	R	C	0.25	0.25	0.25
Aven Fogbringer	U	C	0.25	0.25	0.25
Aven Warcraft	W	U	1.00	0.50	0.40
Balthor the Defiled	B	R	5.00	4.00	3.25
Barbarian Bully	R	C	0.25	0.25	0.25
Battle Screech	W	U	1.00	0.75	0.50
Battlefield Scrounger	G	C	0.25	0.25	0.25
Battlewise Aven	W	C	0.25	0.25	0.25
Benevolent Bodyguard	W	C	0.25	0.25	0.25
Book Burning	R	C	0.55	0.25	0.25
Border Patrol	W	C	0.25	0.25	0.25
Brawn	G	U	1.25	1.00	0.90
Breaking Point	R	R	5.50	4.30	3.80
Browbeat	R	U	2.25	2.00▲	1.50
Burning Wish	R	R	7.25	6.00	6.00
Cabal Therapy	B	U	2.50	1.50	1.00
Cabal Trainee	B	C	0.25	0.25	0.25
Cagemail	W	C	0.25	0.25	0.25
Canopy Claws	G	C	0.25	0.25	0.25
Centaur Rootcaster	G	C	0.25	0.25	0.25
Cephalid Constable	U	R	3.50	3.00	1.70
Cephalid Inkshrouder	U	U	1.00	0.50	0.40
Chastise	W	U	1.00	1.00	0.70
Commander Eesha	W	R	4.70	4.00	3.20
Crush of Wurms	G	R	6.00	4.00▼	2.80
Cunning Wish	U	R	8.25	7.50	7.00
Death Wish	B	R	4.25	3.00	1.50
Defy Gravity	U	C	0.25	0.25	0.25
Dwarven Bloodboiler	R	R	4.00	2.00	0.80
Dwarven Driller	R	U	1.00	0.75	0.50
Dwarven Scorcher	R	C	0.25	0.25	0.25
Earsplitting Rats	B	C	0.25	0.25	0.25
Elephant Guide	G	U	1.50	1.50	0.75
Ember Shot	R	C	0.25	0.25	0.25
Envelop	U	C	0.25	0.25	0.25
Epic Struggle	G	R	3.50	3.00	2.10
Erhnam Djinn	G	R	4.50	4.00	2.15
Exoskeletal Armor	G	U	1.00	0.75	0.50
Filth	B	U	1.00	0.50	0.40
Firecat Blitz	R	U	1.00	0.50	0.40
Flaring Pain	R	C	0.25	0.25	0.25
Flash of Insight	U	U	1.00	1.00	0.40
Fledgling Dragon	R	R	7.00	6.00	4.60
Folk Medicine	G	C	0.25	0.25	0.25
Forcemage Advocate	G	U	1.00	0.50	0.40
Funeral Pyre	W	C	0.25	0.25	0.25
Genesis	G	R	7.25	6.25▼	4.90
Giant Warthog	G	C	0.25	0.25	0.25
Glory	W	R	7.50	6.00	4.85
Golden Wish	W	R	4.00	3.00	1.95
Goretusk Firebeast	R	C	0.25	0.25	0.25
Grave Consequences	B	U	1.00	0.50	0.40
Grip of Amnesia	U	C	0.25	0.25	0.25
Grizzly Fate	G	U	1.00	1.00	0.40
Guided Strike	W	C	0.25	0.25	0.25
Guiltfeeder	B	R	4.70	4.00	3.35
Hapless Researcher	U	C	0.25	0.25	0.25
Harvester Druid	G	C	0.25	0.25	0.25
Hunting Grounds	D	R	4.00	3.00▼	3.00
Infectious Rage	R	U	1.00	0.50	0.40
Ironshell Beetle	G	C	0.25	0.25	0.25
Jeska, Warrior Adept	R	R	4.00	3.00	2.60
Keep Watch	U	C	0.25	0.25	0.25
Krosan Reclamation	G	U	1.00	1.00	0.45
Krosan Verge	L	U	1.00	1.00	0.55
Krosan Wayfarer	G	C	0.25	0.25	0.25
Laquatus's Disdain	U	U	1.00	0.75	0.50
Lava Dart	R	C	0.25	0.25	0.25
Lead Astray	W	C	0.25	0.25	0.25
Liberated Dwarf	R	C	0.25	0.25	0.25
Lightning Surge	R	R	4.75	3.00	1.75
Living Wish	G	R	8.25	8.00	8.00
Lost in Thought	U	C	0.25	0.25	0.25
Masked Gorgon	B	R	3.00	2.00	0.75
Mental Note	U	C	0.25	0.25	0.25
Mirari's Wake	D	R	9.00	7.50	7.25
Mirror Wall	U	C	0.25	0.25	0.25
Mist of Stagnation	U	R	4.00	3.00	0.90
Morality Shift	B	R	3.50	3.00	0.90
Nantuko Monastery	L	U	1.75	1.00	0.45
Nantuko Tracer	G	C	0.25	0.25	0.25
Nomad Mythmaker	W	R	3.00	3.00	1.30
Nullmage Advocate	G	C	0.25	0.25	0.25
Phantom Centaur	G	U	2.00	1.50	1.00
Phantom Flock	W	U	1.00	0.50	0.40
Phantom Nantuko	G	R	5.00	3.25	2.55
Phantom Nishoba	D	R	6.25	6.00	4.65
Phantom Nomad	W	C	0.25	0.25	0.25
Phantom Tiger	G	C	0.25	0.25	0.25
Planar Chaos	R	U	1.00	0.50	0.40
Prismatic Strands	W	C	0.25	0.25	0.25
Pulsemage Advocate	W	R	3.00	2.00	0.80
Quiet Speculation	U	U	1.00	1.00	0.70
Rats' Feast	B	C	0.25	0.25	0.25
Ray of Revelation	W	C	0.25	0.25	0.25
Riftstone Portal	L	U	1.00	1.00	0.40
Scalpelexis	U	R	4.60	4.00	3.25
Seedtime	G	R	6.00	6.00	2.80
Selfless Exorcist	W	R	3.75	2.00	0.65
Serene Sunset	G	U	1.00	0.50	0.40
Shaman's Trance	R	R	3.00	2.00	0.65
Shieldmage Advocate	W	C	0.25	0.25	0.25
Silver Seraph	W	R	5.75	5.00	3.60
Solitary Confinement	W	R	5.00	4.00	2.65
Soulcatchers' Aerie	W	U	1.00	0.75	0.60
Soulgorger Orgg	R	U	1.00	0.50	0.40
Spellgorger Barbarian	R	C	0.25	0.25	0.25
Spelljack	U	R	4.00	3.50	2.35
Spirit Cairn	W	U	1.00	0.50	0.40
Spurnmage Advocate	W	U	1.00	0.50	0.40
Stitch Together	B	U	1.10	1.00	0.80
Sudden Strength	G	G	0.25	0.25	0.25
Suntail Hawk	W	C	0.25	0.25	0.25
Sutured Ghoul	B	R	3.25	2.15	2.00
Swelter	R	U	1.00	0.50	0.40
Swirling Sandstorm	R	C	0.25	0.25	0.25
Sylvan Safekeeper	G	R	5.00	4.00▼	1.65
Telekinetic Bonds	U	R	3.00	2.00	0.65
Test of Endurance	W	R	4.25	4.00	3.00
Thriss, Nantuko Primus	G	R	3.95	3.30	3.00
Toxic Stench	B	C	0.25	0.25	0.25
Trained Pronghorn	W	C	0.25	0.25	0.25
Treacherous Vampire	B	U	1.00	0.50	0.40
Treacherous Werewolf	B	C	0.25	0.25	0.25
Tunneler Wurm	G	U	1.00	0.50	0.40
Unquestioned Authority	W	U	1.00	0.75	0.55
Valor	W	U	1.00	1.00	0.40
Venomous Vines	G	C	0.25	0.25	0.25
Vigilant Sentry	W	C	0.25	0.25	0.25
Web of Inertia	U	U	1.00	0.50	0.40
Wonder	U	U	2.30	2.00▲	1.25
Worldgorger Dragon	R	R	5.50	5.00	3.85
Wormfang Behemoth	U	R	3.00	2.00	0.65
Wormfang Crab	U	U	1.00	0.50	0.40
Wormfang Drake	U	C	0.25	0.25	0.25
Wormfang Manta	U	R	3.00	2.00	0.70
Wormfang Newt	U	C	0.25	0.25	0.25
Wormfang Turtle	U	U	1.00	0.50	0.40
Total			283.10	225.00	163.65

350 Cards

Onslaught Set (no foils)	220.00	200.00	160.00
Onslaught Foil Set	940.00	550.00▼	390.00
Onslaught Pre-Constructed Deck Box	96.00	92.00	80.00
Onslaught Booster Box	94.00	88.00▼	74.00
Onslaught Pre-Constructed Deck	10.25	10.00	10.00
Onslaught Booster Pack	3.30	3.00	2.65
Foil Rare cards	6.50	6.00	5.00
Foil Uncommon cards	3.00	3.00	2.25
Foil Common cards	1.00	1.00	0.75

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Blistering Firecat	R	R	25.00	19.00▼	15.00
Bloodstained Mire	L	R	18.00	15.00▼	12.00
Exalted Angel	W	R	40.00	37.00▲	34.00
Flooded Strand	L	R	20.00	17.00▼	14.00
Grinning Demon	B	R	21.00	15.00▼	13.00
Oversold Cemetery	B	R	15.00	14.00▼	11.50
Polluted Delta	L	R	25.00	17.50▼	13.00
Ravenous Baloth	G	R	22.00	14.00▼	11.50
Silvos, Rogue Elemental	G	R	14.00	14.00	10.00
Visara the Dreadful	B	R	20.00	16.00▼	12.00
Windswept Heath	L	R	21.00	17.75▼	11.75
Wooded Foothills	L	R	26.00	17.75▼	13.25

CARD NAME	COL	RAR	UPR	MED	LOW
Accursed Centaur	B	C	0.25	0.25	0.25
Æther Charge	R	U	1.00	0.75	0.35
Aggravated Assault	R	R	4.00	3.00▼	1.75
Airborne Aid	U	C	0.25	0.25	0.25
Airdrop Condor	R	U	0.90	0.50	0.30
Akroma's Blessing	W	U	1.00	0.75	0.45
Akroma's Vengeance	W	R	8.25	7.25▲	6.00
Ancestor's Prophet	W	R	3.00	2.70▼	2.05
Animal Magnetism	G	R	3.00	3.00	0.50
Annex	U	U	0.90	0.50	0.30
Anurid Murkdiver	B	C	0.25	0.25	0.25
Aphetto Alchemist	U	U	0.90	0.50	0.45
Aphetto Dredging	B	C	0.25	0.25	0.20
Aphetto Grifter	U	U	1.00	0.50	0.30
Aphetto Vulture	B	U	0.90	0.50	0.30

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Arcanis the Omnipotent	U	R	6.75	6.00▼	4.85
Artificial Evolution	U	R	3.00	3.00	1.95
Ascending Aven	U	C	0.25	0.25	0.25
Astral Slide	W	U	2.00	1.00	0.95
Aura Extraction	W	U	0.90	0.50	0.30
Aurification	W	R	3.00	3.00	1.05
Avarax	R	U	1.00	0.75	0.30
Aven Brigadier	W	R	4.80	4.00▼	3.65
Aven Fateshaper	U	U	1.00	0.75	0.30
Aven Soulgazer	W	U	0.90	0.50	0.30
Backslide	U	C	0.25	0.25	0.25
Barkhide Mauler	G	C	0.25	0.25	0.20
Barren Moor	L	C	0.25	0.25	0.25
Battering Craghorn	R	C	0.25	0.25	0.20
Battlefield Medic	W	C	0.25	0.25	0.25
Biorhythm	G	R	5.00	3.75▼	2.95
Birchlore Rangers	G	C	0.25	0.25	0.25
Blackmail	B	U	1.00	1.00	0.55
Blatant Thievery	U	R	4.00	3.00	1.15
Blistering Firecat	R	R	12.00	10.25▼	8.75
Bloodline Shaman	G	U	1.00	1.00	0.30
Bloodstained Mire	L	R	8.50	8.00	6.75
Boneknitter	B	U	1.00	0.75	0.40
Break Open	R	C	0.25	0.25	0.20
Brightstone Ritual	R	C	0.25	0.25	0.25
Broodhatch Nantuko	G	U	1.00	0.50	0.30
Butcher Orgg	R	R	4.00	3.50▼	1.50
Cabal Archon	B	U	1.00	1.00	0.35
Cabal Executioner	B	U	0.90	0.50	0.30
Cabal Slaver	B	U	1.00	0.50	0.30
Callous Oppressor	U	R	3.00	3.00	1.40
Catapult Master	W	R	3.00	3.00	2.20
Catapult Squad	W	U	0.90	0.50	0.30
Centaur Glade	G	U	1.00	0.75	0.30
Chain of Acid	G	U	1.00	0.75	0.30
Chain of Plasma	R	U	1.00	1.00	0.30
Chain of Silence	W	U	1.00	0.50	0.30
Chain of Smog	B	U	1.00	1.00	0.30
Chain of Vapor	U	U	1.00	0.75	0.50
Charging Slateback	R	C	0.25	0.25	0.25
Choking Tethers	U	C	0.25	0.25	0.20
Circle of Solace	W	R	3.00	2.50▼	0.60
Clone	U	R	5.00	4.75▼	3.20
Commando Raid	R	U	0.90	0.50	0.30
Complicate	U	U	1.90	1.00	0.75
Contested Cliffs	L	R	5.00	4.50▼	3.30
Convalescent Care	W	R	3.75	3.00	0.80
Cover of Darkness	B	R	4.00	3.25▼	2.65
Crafty Pathmage	U	C	0.25	0.25	0.25
Crowd Favorites	W	U	1.00	0.50	0.30
Crown of Ascension	U	C	0.25	0.25	0.25
Crown of Awe	W	C	0.25	0.25	0.25
Crown of Fury	R	C	0.25	0.25	0.25
Crown of Suspicion	B	C	0.25	0.25	0.20
Crown of Vigor	G	C	0.25	0.25	0.25
Crude Rampart	W	U	0.90	0.50	0.30
Cruel Revival	B	C	0.25	0.25	0.25
Cryptic Gateway	A	R	3.00	2.85▼	2.05
Custody Battle	R	U	0.90	0.50	0.25
Daru Cavalier	W	C	0.25	0.25	0.25
Daru Encampment	L	U	1.00	1.00	0.30
Daru Healer	W	C	0.25	0.25	0.20
Daru Lancer	W	C	0.25	0.25	0.25
Daunting Defender	W	C	0.25	0.25	0.25
Dawning Purist	W	U	0.90	0.50	0.30
Death Match	B	R	3.00	2.50▼	0.65
Death Pulse	B	U	1.00	0.50	0.30
Defensive Maneuvers	W	C	0.25	0.25	0.20
Demystify	W	C	0.25	0.25	0.25
Dirge of Dread	B	C	0.25	0.25	0.25
Disciple of Grace	W	C	0.25	0.25	0.25
Disciple of Malice	B	C	0.25	0.25	0.25
Discombobulate	U	U	1.40	1.00	0.45
Dispersing Orb	U	U	1.00	0.50	0.50
Disruptive Pitmage	U	C	0.25	0.25	0.25
Dive Bomber	W	C	0.25	0.25	0.25
Doom Cannon	A	R	3.00	2.50▼	0.50
Doomed Necromancer	B	R	6.00	5.00	4.90
Doubtless One	W	U	1.00	1.00	0.80
Dragon Roost	R	R	6.00	6.00	3.65
Dream Chisel	A	R	3.70	3.00	1.35
Dwarven Blastminer	R	U	1.00	0.75	0.25
Ebonblade Reaper	B	R	3.75	3.00	0.55
Elven Riders	G	U	1.00	0.50	0.30
Elvish Guidance	G	C	0.25	0.25	0.25
Elvish Pathcutter	G	C	0.25	0.25	0.25
Elvish Pioneer	G	C	0.25	0.25	0.25
Elvish Scrapper	G	U	1.00	0.75	0.30
Elvish Vanguard	G	R	5.00	4.80▼	4.05
Elvish Warrior	G	C	0.25	0.25	0.25
Embermage Goblin	R	U	1.00	0.75	0.45
Enchantress's Presence	G	R	5.00	5.00	3.15
Endemic Plague	B	R	3.00	2.75▼	1.05
Entrails Feaster	B	R	3.00	3.00	1.10
Erratic Explosion	R	C	0.25	0.25	0.25
Essence Fracture	U	U	0.90	0.50	0.30
Everglove Courier	G	U	0.90	0.50	0.30
Exalted Angel	W	R	20.00	18.00▲	16.75
Explosive Vegetation	G	U	1.00	1.00	0.85
Fade from Memory	B	U	1.00	0.50	0.30
Fallen Cleric	B	C	0.25	0.25	0.25
False Cure	B	R	3.95	3.25▼	1.65
Feeding Frenzy	B	U	1.00	0.50	0.30
Festering Goblin	B	C	0.25	0.25	0.25
Fever Charm	R	C	0.25	0.25	0.25
Flamestick Courier	R	U	1.00	0.50	0.50
Fleeting Aven	U	U	0.90	0.50	0.30
Flooded Strand	L	R	9.75	8.50▲	7.25
Foothill Guide	W	C	0.25	0.25	0.25
Forest	L	L	0.10	0.10	0.10
Forgotten Cave	L	C	0.25	0.25	0.25
Frightshroud Courier	B	U	0.90	0.50	0.30
Future Sight	U	R	6.00	5.25▲	3.45
Gangrenous Goliath	B	R	3.00	3.00	0.50
Ghosthelm Courier	U	U	0.90	0.50	0.30
Gigapede	G	R	5.00	3.50▼	2.35
Glarecaster	W	R	4.00	3.00	1.05
Glory Seeker	W	C	0.25	0.25	0.25
Gluttonous Zombie	B	U	1.00	0.50	0.30
Goblin Burrows	L	U	1.00	1.00	0.60
Goblin Machinist	R	U	0.90	0.50	0.30
Goblin Piledriver	R	R	11.00	9.25▲	8.00
Goblin Pyromancer	R	R	3.75	3.00	0.65
Goblin Sharpshooter	R	R	7.75	6.50▲	5.75
Goblin Sky Raider	R	C	0.25	0.25	0.25
Goblin Sledder	R	C	0.25	0.25	0.25
Goblin Taskmaster	R	C	0.25	0.25	0.25
Grand Coliseum	L	R	6.75	6.00	4.35
Grand Melee	R	R	3.00	2.50▼	0.45
Grassland Crusader	W	C	0.25	0.25	0.20
Gratuitous Violence	R	R	4.00	3.45▼	2.40
Gravel Slinger	W	C	0.25	0.25	0.25
Gravespawn Sovereign	B	R	3.75	3.00	2.20
Graxiplon	U	U	1.00	0.50	0.30
Grinning Demon	B	R	8.75	7.25▼	4.70
Gustcloak Harrier	W	C	0.25	0.25	0.25
Gustcloak Runner	W	C	0.25	0.25	0.25
Gustcloak Savior	W	R	3.00	2.75▼	0.75
Gustcloak Sentinel	W	U	0.90	0.50	0.30
Gustcloak Skirmisher	W	U	0.90	0.50	0.30
Harsh Mercy	W	R	4.00	3.50▼	0.70
Haunted Cadaver	B	C	0.25	0.25	0.25
Head Games	B	R	3.00	3.00	0.90
Headhunter	B	U	1.00	0.75	0.30
Heedless One	G	U	2.00	1.65▲	1.05
Hystrodon	G	R	5.75	3.90▼	2.15
Imagecrafter	U	C	0.25	0.25	0.25
Improvised Armor	W	U	0.90	0.50	0.30
Infest	B	U	1.00	1.00	0.55
Information Dealer	U	C	0.25	0.25	0.25
Inspirit	W	U	0.90	0.50	0.30
Insurrection	R	R	4.00	3.00▼	2.00
Invigorating Boon	G	U	1.00	0.75	0.30
Ironfist Crusher	W	U	0.90	0.50	0.30
Island	L	L	0.10	0.10	0.10
Ixidor, Reality Sculptor	U	R	4.00	3.50▼	0.45
Ixidor's Will	U	C	2.45	0.25	0.25
Jareth, Leonine Titan	W	R	6.50	5.75▼	5.00
Kaboom!	R	R	3.00	3.00	0.55
Kamahl, Fist of Krosa	G	R	6.75	5.00▼	1.20
Kamahl's Summons	G	U	3.80	1.00	0.65
Krosan Colossus	G	R	4.90	4.05	3.10
Krosan Groundshaker	G	U	1.00	0.75	0.30
Krosan Tusker	G	C	0.45	0.25	0.25
Lavamancer's Skill	R	C	0.25	0.25	0.25
Lay Waste	R	C	0.25	0.25	0.25
Leery Fogbeast	G	C	0.25	0.25	0.25
Lightning Rift	R	U	2.05	1.15▲	1.00
Lonely Sandbar	L	C	0.25	0.25	0.25
Mage's Guile	U	C	0.25	0.25	0.25
Mana Echoes	R	R	3.40	3.00	1.10
Meddle	U	U	1.00	0.75	0.30
Menacing Ogre	R	R	3.00	3.00	1.05
Misery Charm	B	C	0.25	0.25	0.25
Mistform Dreamer	U	C	0.25	0.25	0.25
Mistform Mask	U	C	0.25	0.25	0.25
Mistform Mutant	U	U	0.90	0.50	0.30
Mistform Shrieker	U	U	0.90	0.50	0.30
Mistform Skyreaver	U	R	3.40	3.00	1.20
Mistform Stalker	U	U	0.90	0.50	0.30
Mistform Wall	U	C	0.25	0.25	0.20
Mobilization	W	R	8.25	6.50▼	5.25
Mountain	L	L	0.10	0.10	0.10
Mythic Proportions	G	R	4.15	4.00	3.20
Nameless One	U	U	1.00	0.75▼	0.40
Nantuko Husk	B	C	0.25	0.25	0.25
Naturalize	G	C	0.75	0.50	0.25
Nosy Goblin	R	C	0.25	0.25	0.20
Nova Cleric	W	U	1.00	0.75	0.30
Oblation	W	R	4.00	3.00	1.35
Oversold Cemetery	B	R	8.25	7.50	6.50
Overwhelming Instinct	G	U	1.00	0.65▼	0.30
Pacifism	W	C	0.25	0.25	0.25
Patriarch's Bidding	B	R	6.00	5.00	5.00
Pearlspear Courier	W	U	0.90	0.50	0.30
Peer Pressure	U	R	3.00	3.00	1.35
Piety Charm	W	C	0.25	0.25	0.25
Pinpoint Avalanche	R	C	0.25	0.25	0.25
Plains	L	L	0.10	0.10	0.10
Polluted Delta	L	R	10.50	9.25▼	8.25
Primal Boost	G	U	1.00	0.50	0.30
Profane Prayers	B	C	0.25	0.25	0.25
Prowling Pangolin	B	U	1.00	0.50	0.30
Psychic Trance	U	R	3.00	2.50▼	0.50
Quicksilver Dragon	U	R	6.75	5.50	4.50
Ravenous Baloth	G	R	10.75	9.75▲	7.75
Read the Runes	U	R	6.50	4.35▼	3.10
Reckless One	R	U	1.00	0.95	0.50
Reminisce	U	U	1.00	0.75	0.50
Renewed Faith	W	C	0.45	0.25	0.25
Righteous Cause	W	U	1.00	0.75	0.30
Riptide Biologist	U	C	0.25	0.25	0.20
Riptide Chronologist	U	U	0.90	0.50	0.30
Riptide Entrancer	U	R	3.00	3.00	1.00
Riptide Laboratory	L	R	3.90	2.75▼	0.95
Riptide Replicator	A	R	5.00	4.60▼	3.25
Riptide Shapeshifter	U	U	1.00	0.50	0.30
Risky Move	R	R	3.00	2.00	0.50
Rorix Bladewing	R	R	7.50	7.00▲	6.00
Rotlung Reanimator	B	R	8.25	8.00	7.25
Rummaging Wizard	U	U	1.00	0.50	0.30
Run Wild	G	U	0.90	0.50	0.30
Sage Aven	U	C	0.25	0.25	0.25
Sandskin	W	C	0.25	0.25	0.25
Screaming Seahawk	U	C	0.25	0.25	0.20
Screeching Buzzard	B	C	0.25	0.25	0.20
Searing Flesh	R	U	1.00	0.75	0.30
Sea's Claim	U	C	0.25	0.25	0.25
Seaside Haven	L	U	1.00	1.00	0.30
Secluded Steppe	L	C	0.25	0.25	0.25
Serpentine Basilisk	G	U	1.00	0.50	0.30
Severed Legion	B	C	0.25	0.25	0.25
Shade's Breath	B	U	1.00	0.50	0.30
Shaleskin Bruiser	R	U	1.00	0.50	0.30
Shared Triumph	W	R	5.75	4.15▼	3.75
Shepherd of Rot	B	C	0.25	0.25	0.25
Shieldmage Elder	W	U	0.90	0.50	0.30
Shock	R	C	0.35	0.25	0.25
Sigil of the New Dawn	W	R	3.00	3.00	1.20
Silent Specter	B	R	4.40	3.40▼	3.00
Silklash Spider	G	R	4.75	3.65▼	3.00
Silvos, Rogue Elemental	G	R	7.75	6.75▼	5.00
Skirk Commando	R	C	0.25	0.25	0.20
Skirk Fire Marshal	R	R	5.00	4.50▼	2.20
Skirk Prospector	R	C	0.25	0.25	0.25
Skittish Valesk	R	U	0.90	0.50	0.30
Slate of Ancestry	A	R	5.00	4.50▼	2.50
Slice and Dice	R	U	1.75	1.00	0.80
Slipstream Eel	U	C	0.25	0.25	0.25
Smother	B	U	2.20	2.00	1.75
Snapping Thragg	R	U	0.90	0.50	0.30
Snarling Undorak	G	C	0.25	0.25	0.25
Solar Blast	R	C	0.25	0.25	0.25
Soulless One	B	U	1.95	1.30▲	1.00
Sparksmith	R	C	0.25	0.25	0.25
Spined Basher	B	C	0.25	0.25	0.20
Spitfire Handler	R	U	1.00	0.50	0.30
Spitting Gourna	G	C	0.25	0.25	0.25
Spurred Wolverine	R	C	0.25	0.25	0.20
Spy Network	U	C	0.25	0.25	0.25
Stag Beetle	G	R	4.00	3.00	0.60
Standardize	U	R	3.00	2.75▼	0.95
Starlit Sanctum	L	U	1.00	1.00	0.30
Starstorm	R	R	8.00	7.00	6.25
Steely Resolve	G	R	5.00	3.55▼	2.70
Strongarm Tactics	B	R	3.00	3.00	0.50
Sunfire Balm	W	U	0.90	0.50	0.30
Supreme Inquisitor	U	R	5.00	3.25▼	2.60
Swamp	L	L	0.10	0.10	0.10
Swat	B	C	0.25	0.25	0.25
Symbiotic Beast	G	U	1.00	0.50	0.30
Symbiotic Elf	G	C	0.25	0.25	0.25
Symbiotic Wurm	G	R	5.00	4.45▲	3.50
Syphon Mind	B	C	0.25	0.25	0.25
Syphon Soul	B	C	0.25	0.25	0.25
Taunting Elf	G	C	0.25	0.25	0.25
Tempting Wurm	G	R	4.40	3.50▲	0.55
Tephraderm	R	R	3.80	3.00▼	2.00
Thoughtbound Primoc	R	U	1.00	0.50	0.30
Thrashing Mudspawn	B	U	0.90	0.50	0.30
Threaten	R	U	1.00	0.75	0.30
Thunder of Hooves	R	U	0.90	0.50	0.30
Towering Baloth	G	U	0.90	0.50	0.30
Trade Secrets	U	R	4.20	3.00	0.95
Tranquil Thicket	L	C	0.25	0.25	0.25
Treespring Lorian	G	C	0.25	0.25	0.20
Tribal Golem	A	R	3.00	3.00	0.50
Tribal Unity	G	U	1.00	0.75	0.50
Trickery Charm	U	C	0.25	0.25	0.25
True Believer	W	R	5.75	4.65▼	4.00
Undead Gladiator	B	R	5.00	5.00	4.80
Unholy Grotto	L	R	6.00	5.25▲	4.45
Unified Strike	W	C	0.25	0.25	0.25
Venomspout Brackus	G	U	0.90	0.50	0.30
Visara the Dreadful	B	R	10.50	10.00▲	8.75
Vitality Charm	G	C	0.25	0.25	0.25
Voice of the Woods	G	R	6.75	5.00▼	4.25
Voidmage Prodigy	U	R	8.00	6.00▼	3.10
Walking Desecration	B	U	1.00	0.50	0.30
Wall of Mulch	G	U	1.00	0.75	0.30
Wave of Indifference	R	C	0.25	0.25	0.25
Weathered Wayfarer	W	R	5.75	5.00	2.80
Weird Harvest	G	R	4.75	3.00	0.65
Wellwisher	G	C	0.70	0.50▲	0.25
Wheel and Deal	U	R	3.95	3.30▲	2.95
Whipcorder	W	U	1.00	1.00	0.60
Windswept Heath	L	R	10.00	8.00	6.25
Wirewood Elf	G	C	0.25	0.25	0.25
Wirewood Herald	G	C	0.25	0.25	0.25
Wirewood Lodge	L	U	1.60	1.10▼	1.00
Wirewood Pride	G	C	0.25	0.25	0.25
Wirewood Savage	G	C	0.25	0.25	0.25
Withering Hex	B	U	0.90	0.50	0.30
Wooded Foothills	L	R	10.00	9.25▲	8.00
Words of War	R	R	5.00	3.50▼	1.40
Words of Waste	B	R	3.00	2.75▼	0.80
Words of Wilding	G	R	4.80	3.25▼	1.50
Words of Wind	U	R	4.75	3.25▼	1.55
Words of Worship	W	R	4.00	4.00▲	3.30
Wretched Anurid	B	C	0.25	0.25	0.25
Total			728.00	598.65	398.20

145 Cards

Legions Set (no foils)	105.00	99.00▼	91.00
Legions Foil Set	400.00	325.00▼	215.00
Pre-Constructed Deck Box	115.00	105.00▲	90.00
Booster Box	90.00	90.00	80.00
Pre-Constructed Deck	14.00	11.75▲	10.00
Booster Pack	3.30	3.25	3.00
Foil Rare cards	7.50	5.50▲	5.00
Foil Uncommon cards	3.00	2.25▲	2.00
Foil Common cards	1.10	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Akroma, Angel of Wrath	W	R	30.00	29.00▲	26.00
Brood Sliver	G	R	10.00	10.00	9.00
Caller of the Claw	G	R	15.00	13.00▼	12.00
Essence Sliver	W	R	10.00	10.00	9.00
Goblin Goon	R	R	13.50	10.00	7.25
Graveborn Muse	B	R	12.00	10.00	8.00
Imperial Hellkite	R	R	12.00	12.00	10.00
Kilnmouth Dragon	R	R	14.00	14.00▲	11.00
Phage the Untouchable	B	R	23.00	15.00▼	11.00
Scion of Darkness	B	R	18.00	16.00▲	11.00
Seedborn Muse	G	R	15.00	14.00	14.00
Toxin Sliver	B	R	11.00	11.00	8.00
Windborn Muse	W	R	11.00	10.00	8.75

CARD NAME	COL	RAR	UPR	MED	LOW
Akroma, Angel of Wrath	W	R	15.50	12.00	9.75
Akroma's Devoted	W	U	11.75	1.00	0.50
Aphetto Exterminator	B	U	1.00	0.50	0.30
Aven Envoy	U	C	0.25	0.25	0.25
Aven Redeemer	W	C	0.25	0.25	0.25
Aven Warhawk	W	U	1.00	0.50	0.30
Bane of the Living	B	R	5.00	5.00	4.05
Beacon of Destiny	W	R	3.50	2.00▼	0.85
Berserk Murlodont	G	C	0.25	0.25	0.25
Blade Sliver	R	U	1.05	1.00	0.75
Blood Celebrant	B	C	0.25	0.25	0.25
Bloodstoke Howler	R	C	0.25	0.25	0.25
Branchsnap Lorian	G	U	0.90	0.50	0.30
Brontotherium	G	U	1.00	0.50	0.30
Brood Sliver	G	R	5.00	4.50	4.00
Caller of the Claw	G	R	7.25	6.50▼	5.25
Canopy Crawler	G	U	1.00	0.65▼	0.30
Celestial Gatekeeper	W	R	4.00	2.00▼	0.90
Cephalid Pathmage	U	C	0.25	0.25	0.25
Chromeshell Crab	U	R	3.00	2.00	1.65
Clickslither	R	R	7.00	5.50▲	4.75
Cloudreach Cavalry	W	U	1.00	0.50	0.30
Corpse Harvester	B	U	1.00	0.75	0.35
Covert Operative	U	C	0.25	0.25	0.25
Crested Craghorn	R	C	0.25	0.25	0.25
Crookclaw Elder	U	U	0.90	0.50	0.30
Crypt Sliver	B	C	0.25	0.25	0.25
Dark Supplicant	B	U	1.00	1.00	0.60
Daru Mender	W	U	0.90	0.50	0.30
Daru Sanctifier	W	C	0.25	0.25	0.25
Daru Stinger	W	C	0.25	0.25	0.25
Deathmark Prelate	B	U	0.90	0.50	0.30
Defender of the Order	W	R	3.00	2.50▼	0.65
Defiant Elf	G	C	0.25	0.25	0.25
Deftblade Elite	W	C	0.25	0.25	0.25
Dermoplasm	U	R	3.00	3.00	1.15
Dreamborn Muse	U	R	5.00	4.00▲	2.25
Drinker of Sorrow	B	R	4.00	4.00	2.05
Dripping Dead	B	C	0.25	0.25	0.20
Earthblighter	B	U	0.90	0.50	0.30
Echo Tracer	U	C	0.25	0.25	0.25
Elvish Soultiller	G	R	3.75	3.00	2.65
Embalmed Brawler	B	C	0.25	0.25	0.25
Enormous Baloth	G	U	0.90	0.50	0.40
Essence Sliver	W	R	5.25	5.00	4.65
Feral Throwback	G	R	3.50	2.50▼	2.25
Flamewave Invoker	R	C	0.25	0.25	0.25
Frenetic Raptor	R	U	0.90	0.50	0.30
Fugitive Wizard	U	C	0.25	0.25	0.25
Gempalm Avenger	W	C	0.25	0.25	0.25

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Gempalm Incinerator	R	U	1.90	1.10▲	0.95
Gempalm Polluter	B	C	0.35	0.25	0.25
Gempalm Sorcerer	U	U	0.95	0.50	0.30
Gempalm Strider	G	U	1.00	0.65▼	0.30
Ghastly Remains	B	R	3.00	3.00▲	1.35
Glintwing Invoker	U	C	0.25	0.25	0.25
Glowering Rogon	G	C	0.25	0.25	0.25
Glowrider	W	R	3.50	3.00	1.20
Goblin Assassin	R	U	0.90	0.50	0.30
Goblin Clearcutter	R	U	0.90	0.50	0.30
Goblin Dynamo	R	U	0.90	0.50	0.30
Goblin Firebug	R	C	0.25	0.25	0.25
Goblin Goon	R	R	6.25	6.00	4.85
Goblin Grappler	R	C	0.25	0.25	0.25
Goblin Lookout	R	C	0.25	0.25	0.25
Goblin Turncoat	B	C	0.25	0.25	0.25
Graveborn Muse	B	R	5.00	5.00	4.50
Havoc Demon	B	R	5.00	4.00	1.60
Hollow Specter	B	R	5.00	5.00	3.30
Hundroog	G	C	0.25	0.25	0.25
Hunter Sliver	R	C	0.25	0.25	0.25
Imperial Hellkite	R	R	6.50	6.00	4.85
Infernal Caretaker	B	C	0.25	0.25	0.25
Keeneye Aven	U	C	0.25	0.25	0.20
Keeper of the Nine Gales	U	R	3.85	3.00	1.70
Kilnmouth Dragon	R	R	7.75	7.00	5.75
Krosan Cloudscraper	G	R	7.50	5.50▲	5.00
Krosan Vorine	G	C	0.25	0.25	0.25
Lavaborn Muse	R	R	3.50	3.00	2.05
Liege of the Axe	W	U	0.90	0.50	0.30
Lowland Tracker	W	C	0.25	0.25	0.25
Macetail Hystrodon	R	C	0.25	0.25	0.25
Magma Sliver	R	R	5.00	5.00	4.35
Master of the Veil	U	U	0.90	0.50	0.30
Merchant of Secrets	U	C	0.25	0.25	0.25
Mistform Seaswift	U	C	0.25	0.25	0.25
Mistform Sliver	U	C	0.25	0.25	0.25
Mistform Ultimus	U	R	3.50	3.00	2.55
Mistform Wakecaster	U	U	0.90	0.50	0.30
Nantuko Vigilante	G	C	0.25	0.25	0.25
Needleshot Gourna	G	C	0.25	0.25	0.25
Noxious Ghoul	B	U	1.00	1.00	0.55
Patron of the Wild	G	C	0.25	0.25	0.25
Phage the Untouchable	B	R	11.00	9.00▼	8.00
Planar Guide	W	R	3.00	3.00	1.60
Plated Sliver	W	C	0.25	0.25	0.25
Primal Whisperer	G	R	3.00	2.00▼	0.70
Primoc Escapee	U	U	0.90	0.50	0.30
Quick Sliver	G	C	0.25	0.25	0.25
Ridgetop Raptor	R	U	0.90	0.50	0.30
Riptide Director	U	R	3.75	3.00▼	1.55
Riptide Mangler	U	R	4.85	4.00	1.50
Rockshard Elemental	R	R	4.00	3.00▲	1.55
Root Sliver	G	U	1.00	1.00	0.45
Scion of Darkness	B	R	10.50	9.00	7.75
Seedborn Muse	G	R	7.25	6.50▼	5.50
Shaleskin Plower	R	C	0.25	0.25	0.25
Shifting Sliver	U	U	1.45	1.00	0.75
Skinthinner	B	C	0.25	0.25	0.25
Skirk Alarmist	R	R	3.50	3.00	2.00
Skirk Drill Sergeant	R	U	1.00	0.50	0.30
Skirk Marauder	R	C	0.25	0.25	0.25
Skirk Outrider	R	C	0.25	0.25	0.25
Smokespew Invoker	B	C	0.25	0.25	0.25
Sootfeather Flock	B	C	0.25	0.25	0.25
Spectral Sliver	B	U	1.00	0.75▼	0.45
Starlight Invoker	W	C	0.25	0.25	0.25
Stoic Champion	W	U	1.00	0.65▼	0.30
Stonewood Invoker	G	C	0.25	0.25	0.25
Sunstrike Legionnaire	W	R	3.15	2.50▼	0.65
Swooping Talon	W	U	0.95	0.50	0.30
Synapse Sliver	U	R	4.85	4.50	3.65
Timberwatch Elf	G	C	0.40	0.30	0.25
Totem Speaker	G	U	0.90	0.50	0.30
Toxin Sliver	B	R	5.75	5.00	4.85
Tribal Forcemage	G	R	4.50	4.00	2.70
Unstable Hulk	R	R	3.50	3.00	0.80
Vexing Beetle	G	R	3.00	3.00	1.45
Vile Deacon	B	C	0.25	0.25	0.25
Voidmage Apprentice	U	C	0.25	0.25	0.25
Wall of Deceit	U	U	0.90	0.50	0.30
Wall of Hope	W	C	0.25	0.25	0.25
Warbreak Trumpeter	R	U	1.00	0.75	0.45
Ward Sliver	W	U	1.00	1.00	0.75
Warped Researcher	U	U	1.00	0.50	0.50
Weaver of Lies	U	R	3.25	3.00	1.00
Whipgrass Entangler	W	C	0.25	0.25	0.25
White Knight	W	U	1.50	1.00	0.65
Willbender	U	U	1.00	0.65▼	0.40
Windborn Muse	W	R	6.00	5.00	4.70
Wingbeat Warrior	W	C	0.25	0.25	0.25
Wirewood Channeler	G	U	1.60	1.50	1.00
Wirewood Hivemaster	G	U	1.40	1.00	0.95
Withered Wretch	B	U	1.90	1.50▲	1.10
Zombie Brute	B	U	1.00	0.50	0.30
Total			299.70	239.25	173.15

143 Cards

Scourge Set (no foils)	160.00	100.00▼	96.00
Scourge Foil Set	575.00	575.00▼	495.00
Pre-Constructed Deck Box	110.00	93.00▼	78.00
Booster Box	93.00	78.00▼	71.00
Pre-Constructed Deck	10.50	10.00	10.00
Booster Pack	3.30	3.30	2.50
Foil Rare cards	7.25	6.50	5.00
Foil Uncommon cards	3.00	2.95▲	2.00
Foil Common cards	1.00	1.00	0.95

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Bladewing the Risen	D	R	15.75	13.00	11.50
Call to the Grave	B	R	15.00	13.00	10.75
Decree of Annihilation	R	R	14.50	12.50▼	8.25
Decree of Justice	W	R	14.75	12.75▼	12.00
Decree of Pain	B	R	12.25	11.00▼	10.00
Dragon Tyrant	R	R	14.25	12.00▼	9.25
Eternal Dragon	W	R	23.00	21.00▲	17.75
Forgotten Ancient	G	R	18.00	16.00	12.00
Sliver Overlord	D	R	25.00	19.00▼	18.00
Stifle	U	R	14.25	11.50▼	7.75

CARD NAME	COL	RAR	UPR	MED	LOW
Accelerated Mutation	G	C	0.25	0.25	0.25
Ageless Sentinels	W	R	4.10	3.00▼	1.70
Alpha Status	G	U	1.10	0.95	0.50
Ambush Commander	G	R	5.00	4.40▼	3.20
Ancient Ooze	G	R	5.00	4.45▼	3.10
Aphetto Runecaster	U	U	1.00	0.65▼	0.45
Ark of Blight	A	U	1.00	0.75▼	0.45
Astral Steel	W	C	0.25	0.25	0.25
Aven Farseer	W	C	0.25	0.25	0.25
Aven Liberator	W	C	0.25	0.25	0.25
Bladewing the Risen	D	R	8.25	6.50▼	5.00
Bladewing's Thrall	B	U	1.00	0.75	0.45
Bonethorn Valesk	R	C	0.25	0.25	0.25
Brain Freeze	U	U	1.25	1.00	0.85
Break Asunder	G	C	0.25	0.25	0.25
Cabal Conditioning	B	R	4.00	3.00▼	0.85
Cabal Interrogator	B	U	1.00	0.90▼	0.45
Call to the Grave	B	R	7.25	6.00	5.50
Carbonize	R	U	1.10	1.00	0.45
Carrion Feeder	B	C	0.30	0.25	0.25
Chartooth Cougar	R	C	0.25	0.25	0.25
Chill Haunting	B	U	1.00	0.90▼	0.50
Claws of Wirewood	G	U	1.00	0.50▼	0.45
Clutch of Undeath	B	C	0.25	0.25	0.25
Coast Watcher	U	C	0.25	0.25	0.25
Consumptive Goo	B	R	4.35	3.50▼	1.80
Daru Spiritualist	W	C	0.25	0.25	0.25
Daru Warchief	W	U	1.00	1.00	1.00
Dawn Elemental	W	R	7.00	5.50▼	4.85
Day of the Dragons	U	R	7.00	5.50▼	3.90
Death's-Head Buzzard	B	C	0.25	0.25	0.25
Decree of Annihilation	R	R	7.25	5.50▼	3.90
Decree of Justice	W	R	10.75	8.00	7.00
Decree of Pain	B	R	6.00	6.00	4.75
Decree of Savagery	G	R	5.50	4.50▼	3.25
Decree of Silence	U	R	4.65	4.00	1.95
Dimensional Breach	W	R	4.10	3.00	1.60
Dispersal Shield	U	C	0.30	0.25	0.25
Divergent Growth	G	C	0.30	0.25	0.25
Dragon Breath	R	C	0.30	0.25	0.25
Dragon Fangs	G	C	0.30	0.25	0.25
Dragon Mage	R	R	7.00	5.75▲	4.20
Dragon Scales	W	C	0.30	0.25	0.25
Dragon Shadow	B	C	0.30	0.25	0.25
Dragon Tyrant	R	R	7.25	6.75▼	5.25
Dragon Wings	U	C	0.30	0.25	0.25
Dragonspeaker Shaman	R	U	1.45	1.00	0.70
Dragonstalker	W	U	1.00	0.50▼	0.45
Dragonstorm	R	R	5.00	4.65▼	2.95
Edgewalker	D	U	1.10	0.75▼	0.45
Elvish Aberration	G	U	1.00	0.75▼	0.45
Enrage	R	U	1.00	0.75▼	0.45
Eternal Dragon	W	R	13.50	11.25▲	9.00
Exiled Doomsayer	W	R	4.00	3.50▼	1.60
Extra Arms	R	U	1.00	0.50▼	0.45
Faces of the Past	U	R	4.00	3.00	0.85
Fatal Mutation	B	U	1.00	0.50▼	0.45
Fierce Empath	G	C	0.30	0.25	0.25
Final Punishment	B	R	4.00	3.50▼	1.80
Force Bubble	W	R	4.10	2.50▼	1.60
Forgotten Ancient	G	R	9.25	8.00	7.00
Form of the Dragon	R	R	6.25	5.00	3.95
Frontline Strategist	W	C	0.25	0.25	0.25
Frozen Solid	U	C	0.25	0.25	0.25
Gilded Light	W	U	1.00	0.75▼	0.45
Goblin Brigand	R	C	0.25	0.25	0.25
Goblin Psychopath	R	U	1.00	0.65▼	0.50
Goblin War Strike	R	C	0.30	0.25	0.25
Goblin Warchief	R	U	2.00	1.25▼	0.90
Grip of Chaos	R	R	4.00	2.50▼	0.85
Guilty Conscience	W	C	0.25	0.25	0.20
Hindering Touch	U	C	0.25	0.25	0.25
Hunting Pack	G	U	1.00	0.50▼	0.45
Karona, False God	D	R	6.25	4.50▼	2.30
Karona's Zealot	W	U	1.30	1.00	0.50
Krosan Drover	G	C	0.30	0.25	0.25
Krosan Warchief	G	U	1.45	1.00	0.65
Kurgadon	G	U	1.00	0.65▼	0.45
Lethal Vapors	B	R	4.65	4.00▼	3.30
Lingering Death	B	C	0.25	0.25	0.25
Long-Term Plans	U	U	1.00	0.75	0.45
Mercurial Kite	U	C	0.25	0.25	0.20
Metamorphose	U	U	1.00	0.75▼	0.45
Mind's Desire	U	R	5.00	4.40	3.60
Mischievous Quanar	U	R	4.10	3.40▼	1.80
Misguided Rage	R	C	0.25	0.25	0.25
Mistform Warchief	U	U	1.00	0.90▼	0.45
Nefashu	B	R	4.80	4.00	2.60
Noble Templar	W	C	0.25	0.25	0.25
One with Nature	G	U	1.00	0.75▼	0.45
Parallel Thoughts	U	R	4.00	3.50▼	1.80
Pemmin's Aura	U	U	1.50	1.25▼	1.00
Primitive Etchings	G	R	4.10	3.00▼	0.90
Proteus Machine	A	U	1.00	0.50▼	0.45
Putrid Raptor	B	U	1.00	0.50▼	0.45
Pyrostatic Pillar	R	U	1.00	0.90▼	0.45
Rain of Blades	W	U	1.00	0.50▼	0.45
Raven Guild Initiate	U	C	0.25	0.25	0.20
Raven Guild Master	U	R	6.00	5.25	3.90
Reaping the Graves	B	C	0.25	0.25	0.25
Recuperate	W	C	0.25	0.25	0.25
Reward the Faithful	W	U	1.00	0.50▼	0.45
Riptide Survivor	U	U	1.00	0.65▼	0.45
Rock Jockey	R	C	0.25	0.25	0.20
Root Elemental	G	R	4.10	3.75▲	2.60
Rush of Knowledge	U	C	0.30	0.25	0.25
Scattershot	R	C	0.25	0.25	0.25
Scornful Egotist	U	C	0.25	0.25	0.25
Shoreline Ranger	U	C	0.30	0.25	0.25
Siege-Gang Commander	R	R	6.50	6.00	5.00
Silver Knight	W	U	1.65	1.00▼	0.85
Skirk Volcanist	R	U	1.00	0.65▼	0.50
Skulltap	B	C	0.25	0.25	0.25
Sliver Overlord	D	R	11.75	10.00▼	8.50
Soul Collector	B	R	4.50	4.00	3.05
Spark Spray	R	C	0.30	0.25	0.25
Sprouting Vines	G	C	0.25	0.25	0.25
Stabilizer	A	R	5.75	4.90▼	4.00
Stifle	U	R	7.75	6.75▼	4.50
Sulfuric Vortex	R	R	5.75	5.00	4.10
Temple of the False God	L	U	1.00	1.00	0.65
Temporal Fissure	U	C	0.25	0.25	0.25
Tendrils of Agony	B	U	1.00	0.90▼	0.45
Thundercloud Elemental	U	U	1.00	0.65▼	0.45
Titanic Bulvox	G	C	0.25	0.25	0.25
Torrent of Fire	R	C	0.25	0.25	0.25
Trap Digger	W	R	4.00	3.50▼	1.60
Treetop Scout	G	C	0.30	0.25	0.25
Twisted Abomination	B	C	0.30	0.25	0.25
Unburden	B	C	0.25	0.25	0.25
Uncontrolled Infestation	R	C	0.25	0.25	0.20
Undead Warchief	B	U	2.00	1.50	1.00
Unspeakable Symbol	B	U	1.00	0.65▼	0.45
Upwelling	G	R	5.25	4.15▼	2.95
Vengeful Dead	B	C	0.25	0.25	0.25
Wing Shards	W	U	1.45	1.00▼	0.90
Wipe Clean	W	C	0.30	0.25	0.25
Wirewood Guardian	G	C	0.30	0.25	0.25
Wirewood Symbiote	G	U	1.00	0.90▼	0.45
Woodcloaker	G	C	0.25	0.25	0.20
Xantid Swarm	G	R	5.00	4.00	2.95
Zealous Inquisitor	W	C	0.25	0.25	0.25
Zombie Cutthroat	B	C	0.25	0.25	0.20
Total			321.80	262.25	188.30

306 Cards

Mirrodin Set	310.00	230.00	170.00
Mirrodin Foil Set	1025.00	685.00▼	545.00
Starter Box	97.00	85.00▼	73.00
Booster Box	100.00	92.00▼	81.00
Starter Deck	10.00	10.00	10.00
Booster Pack	3.30	3.30	2.85
Foil Rare card	8.00	6.50▼	5.75
Foil Uncommon card	3.00	2.40▼	2.00
Foil Common card	1.00	1.00	0.90
Foil Basic Land card (L)	1.15	1.00	1.00

TOP FOIL CARDS	COL	RAR	UPR	MED	LOW
Chalice of the Void	A	R	24.00	18.00▲	11.00
Chrome Mox	A	R	73.00	60.00	48.00
Extraplanar Lens	A	R	17.25	13.00	9.25
Gilded Lotus	A	R	35.00	24.00▼	19.75
Luminous Angel	W	R	18.00	15.00	11.00
Oblivion Stone	A	R	35.00	28.00▼	19.00
Platinum Angel	A	R	44.00	28.00▲	19.75
Promise of Power	B	R	24.00	20.00▲	9.00
Solemn Simulacrum	A	R	20.00	16.00▲	9.50
Troll Ascetic	G	R	18.00	15.00▼	10.00

CARD NAME	COL	RAR	UPR	MED	LOW
Æther Spellbomb	A	C	0.30	0.25	0.20
Alpha Myr	A	C	0.35	0.25	0.20
Altar of Shadows	A	R	4.10	4.00▲	2.15
Altar's Light	W	U	1.00	0.50▼	0.50
Ancient Den	L	C	0.45	0.25	0.20
Annul	U	C	0.50	0.25	0.20
Arc-Slogger	R	R	4.10	4.00▲	3.00
Arrest	W	C	0.30	0.25	0.20
Assert Authority	U	U	1.05	0.80▼	0.50
Atog	R	U	1.00	0.50▼	0.50
Auriok Bladewarden	W	U	1.00	0.50▼	0.50
Auriok Steelshaper	W	R	5.00	4.00	4.00
Auriok Transfixer	W	C	0.30	0.25	0.20
Awe Strike	W	C	0.30	0.25	0.20
Banshee's Blade	A	U	1.00	1.00	0.50
Barter in Blood	B	U	1.05	1.00	0.70
Battlegrowth	G	C	0.30	0.25	0.20
Betrayal of Flesh	B	U	1.00	0.50▼	0.50
Blinding Beam	W	C	0.30	0.25	0.20
Blinkmoth Urn	A	R	4.10	3.00▼	1.40
Blinkmoth Well	L	U	1.00	0.75▼	0.50
Bloodscent	G	U	1.00	0.50▼	0.50
Bonesplitter	A	C	0.50	0.30	0.20
Bosh, Iron Golem	A	R	5.25	4.60▲	3.15
Bottle Gnomes	A	U	1.00	1.00	0.60
Broodstar	U	R	7.25	5.00	4.00
Brown Ouphe	G	U	1.00	1.00	0.50
Cathodion	A	U	1.00	0.75▼	0.50
Chalice of the Void	A	R	9.00	8.00	6.00
Chimney Imp	B	C	0.30	0.25	0.10
Chromatic Sphere	A	C	0.35	0.25	0.20
Chrome Mox	A	R	22.00	20.00	18.00
Clockwork Beetle	A	C	0.30	0.25	0.20
Clockwork Condor	A	C	0.30	0.25	0.20
Clockwork Dragon	A	R	6.00	5.25▲	4.95
Clockwork Vorrac	A	U	1.00	1.00	0.50
Cloudpost	L	C	0.35	0.25	0.20
Cobalt Golem	A	C	0.30	0.25	0.20
Confusion in the Ranks	R	R	4.00	3.00▼	1.30
Consume Spirit	B	C	0.50	0.25	0.20
Contaminated Bond	B	C	0.30	0.25	0.20
Copper Myr	A	C	0.30	0.25	0.20
Copperhoof Vorrac	G	R	4.60	3.00▼	1.75
Creeping Mold	G	U	1.25	1.00	0.50
Crystal Shard	A	U	1.00	0.50▼	0.50
Culling Scales	A	R	4.35	3.00▼	3.00
Damping Matrix	A	R	5.00	4.00▼	3.05
Dead-Iron Sledge	A	U	1.00	1.00	0.50
Deconstruct	G	C	0.30	0.25	0.20
Detonate	R	U	1.00	0.50▼	0.50
Disarm	U	C	0.30	0.25	0.20
Disciple of the Vault	B	C	0.30	0.25	0.20
Domineer	U	U	1.00	1.00	0.50
Dragon Blood	A	U	1.00	1.00	0.50
Dream's Grip	U	C	0.30	0.25	0.20
Dross Harvester	B	R	4.10	4.00	2.00
Dross Prowler	B	C	0.30	0.25	0.20
Dross Scorpion	A	C	0.30	0.25	0.20
Duplicant	A	R	5.00	4.00▼	3.45
Duskworker	A	U	1.00	0.75▼	0.50
Electrostatic Bolt	R	C	0.35	0.25	0.20
Elf Replica	A	C	0.30	0.25	0.20
Empyrial Plate	A	R	7.00	6.00	5.00
Extraplanar Lens	A	R	7.00	6.00	5.00
Fabricate	U	U	1.45	1.00	0.90
Fangren Hunter	G	C	0.30	0.25	0.20
Farsight Mask	A	U	1.00	1.00	0.50
Fatespinner	U	R	4.40	4.00▲	3.00
Fiery Gambit	R	R	4.00	3.00▼	2.15
Fireshrieker	A	U	1.10	1.00	0.50
Fists of the Anvil	R	C	0.30	0.25	0.20
Flayed Nim	B	U	1.00	0.75▼	0.50
Forest (4 versions)	L	L	0.10	0.10	0.10
Forge Armor	R	U	1.00	0.75▼	0.50
Fractured Loyalty	R	U	1.00	1.00	0.50
Frogmite	A	C	0.35	0.25	0.20
Galvanic Key	A	C	0.30	0.25	0.20
Gate to the Æther	A	R	4.10	3.75	1.40
Gilded Lotus	A	R	12.00	10.00	10.00
Glimmervoid	L	R	8.00	6.00▲	5.00
Glissa Sunseeker	G	R	5.00	4.00	2.80
Goblin Charbelcher	A	R	8.00	6.00	5.00
Goblin Dirigible	A	U	1.00	0.75▼	0.50
Goblin Replica	A	C	0.30	0.25	0.20
Goblin Striker	R	C	0.30	0.25	0.20
Goblin War Wagon	A	C	0.30	0.25	0.20
Gold Myr	A	C	0.35	0.25	0.20
Golem-Skin Gauntlets	A	U	1.00	0.75▼	0.50
Grab the Reins	R	U	1.00	1.00	0.50
Granite Shard	A	U	1.00	0.75▼	0.50
Great Furnace	L	C	0.40	0.25	0.20
Grid Monitor	A	R	4.10	4.00	3.25
Grim Reminder	B	R	4.10	3.00▼	2.55
Groffskithur	G	C	0.30	0.25	0.20
Heartwood Shard	A	U	1.00	0.75▼	0.50
Hematite Golem	A	C	0.30	0.25	0.20
Hum of the Radix	G	R	4.00	3.00▼	1.75
Icy Manipulator	A	U	2.90	2.00▼	1.00
Incite War	R	C	0.30	0.25	0.20
Inertia Bubble	U	C	0.30	0.25	0.10
Iron Myr	A	C	0.30	0.25	0.20
Irradiate	B	C	0.30	0.25	0.20
Island (4 versions)	L	L	0.10	0.10	0.10
Isochron Scepter	A	U	4.00	3.35▼	2.00
Jinxed Choker	A	R	3.40	3.00	1.25
Journey of Discovery	G	C	0.30	0.25	0.20
Krark's Thumb	A	R	3.40	3.00	2.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Krark-Clan Grunt	R	C	0.30	0.25	0.10
Krark-Clan Shaman	R	C	0.30	0.25	0.10
Leaden Myr	A	C	0.35	0.25	0.20
Leonin Abunas	W	R	4.00	4.00	2.35
Leonin Bladetrap	A	U	1.00	0.50▼	0.50
Leonin Den-Guard	W	C	0.30	0.25	0.20
Leonin Elder	W	C	0.30	0.25	0.20
Leonin Scimitar	A	C	0.30	0.25	0.20
Leonin Skyhunter	W	U	1.50	1.00	1.00
Leonin Sun Standard	A	R	4.65	4.00	3.20
Leveler	A	R	5.00	4.00	1.75
Liar's Pendulum	A	R	4.00	3.00	2.00
Lifespark Spellbomb	A	C	0.30	0.25	0.20
Lightning Coils	A	R	5.00	4.10	3.00
Lightning Greaves	A	U	1.80	1.00	1.00
Living Hive	G	R	4.10	4.00	2.95
Lodestone Myr	A	R	5.00	4.00	3.00
Looming Hoverguard	U	U	1.00	0.75▼	0.50
Loxodon Mender	W	C	0.30	0.25	0.20
Loxodon Peacekeeper	W	R	4.00	3.00	1.25
Loxodon Punisher	W	R	4.00	3.00	1.65
Loxodon Warhammer	A	U	1.55	1.00	1.00
Lumengrid Augur	U	R	4.00	3.00▼	1.50
Lumengrid Sentinel	U	U	1.00	1.00	0.50
Lumengrid Warden	U	C	0.30	0.25	0.20
Luminous Angel	W	R	6.00	5.00▼	5.00
Malachite Golem	A	C	0.30	0.25	0.20
March of the Machines	U	R	5.00	4.00	2.60
Mask of Memory	A	U	1.00	1.00	0.60
Mass Hysteria	R	R	4.00	3.00▼	2.00
Megatog	R	R	4.20	4.00	2.35
Mesmeric Orb	A	R	5.00	5.00▲	4.00
Mind's Eye	A	R	4.60	3.00▼	2.65
Mindslaver	A	R	6.00	5.00▼	4.50
Mindstorm Crown	A	U	1.00	1.00	0.50
Mirror Golem	A	U	1.00	0.75▼	0.50
Molder Slug	G	R	4.10	3.40▲	2.25
Molten Rain	R	C	0.35	0.25	0.20
Moriok Scavenger	B	C	0.30	0.25	0.10
Mountain (4 versions)	L	L	0.10	0.10	0.10
Mourner's Shield	A	U	1.00	1.00	0.50
Myr Adapter	A	C	0.30	0.25	0.20
Myr Enforcer	A	C	0.35	0.25	0.20
Myr Incubator	A	R	4.10	3.00▼	2.05
Myr Mindservant	A	U	1.00	0.75▼	0.50
Myr Prototype	A	U	1.00	1.00	0.50
Myr Retriever	A	U	1.00	1.00	0.50
Necrogen Mists	B	R	4.10	3.00▼	1.75
Necrogen Spellbomb	A	C	0.30	0.25	0.20
Needlebug	A	U	1.00	1.00	0.50
Neurok Familiar	U	C	0.30	0.25	0.10
Neurok Hoversail	A	C	0.30	0.25	0.20
Neurok Spy	U	C	0.30	0.25	0.10
Nightmare Lash	A	R	4.10	3.40▼	2.65
Nim Devourer	B	R	4.00	3.00	1.30
Nim Lasher	B	C	0.30	0.25	0.20
Nim Replica	A	C	0.30	0.25	0.20
Nim Shambler	B	U	1.00	0.50▼	0.50
Nim Shrieker	B	C	0.30	0.25	0.20
Nuisance Engine	A	U	1.00	1.00	0.60
Oblivion Stone	A	R	16.00	13.00▲	12.00
Ogre Leadfoot	R	C	0.30	0.25	0.10
Omega Myr	A	C	0.30	0.25	0.20
One Dozen Eyes	G	U	1.05	1.00	0.50
Ornithopter	A	U	1.00	1.00	0.50
Override	U	C	0.30	0.25	0.20
Pearl Shard	A	U	1.00	0.75▼	0.50
Pentavus	A	R	4.00	4.00	2.70
Pewter Golem	A	C	0.30	0.25	0.20
Plains (4 versions)	L	L	0.10	0.10	0.10
Plated Slagwurm	G	R	4.80	3.90▲	3.00
Platinum Angel	A	R	13.25	10.00	9.50
Power Conduit	A	U	1.00	1.00	0.65
Predator's Strike	G	C	0.30	0.25	0.20
Promise of Power	B	R	9.25	7.75	5.75
Proteus Staff	A	R	4.90	4.00	3.05
Psychic Membrane	U	U	1.00	0.75▼	0.50
Psychogenic Probe	A	R	4.00	3.00▼	1.30
Pyrite Spellbomb	A	C	0.40	0.25	0.20
Quicksilver Elemental	U	R	5.00	4.00▼	2.10
Quicksilver Fountain	A	R	4.00	3.00	1.45
Raise the Alarm	W	C	0.45	0.25	0.20
Razor Barrier	W	C	0.30	0.25	0.20
Regress	U	C	0.30	0.25	0.20
Reiver Demon	B	R	6.25	5.75	5.00
Relic Bane	B	U	1.00	0.75▼	0.50
Roar of the Kha	W	U	1.00	0.75▼	0.50
Rule of Law	W	R	4.75	3.00▼	2.85
Rust Elemental	A	U	1.00	0.75▼	0.50
Rustmouth Ogre	R	U	1.00	0.75▼	0.50
Rustspore Ram	A	U	1.00	0.75▼	0.50
Scale of Chiss-Goria	A	C	0.30	0.25	0.10
Scrabbling Claws	A	U	1.05	1.00	0.50
Sculpting Steel	A	R	5.00	4.50	4.00
Scythe of the Wretched	A	R	5.00	3.60▼	2.50
Seat of the Synod	L	C	0.45	0.25	0.20
Second Sunrise	W	R	6.00	5.00	4.15
Seething Song	R	C	0.30	0.25	0.20
Serum Tank	A	U	1.00	0.90▼	0.50
Shared Fate	U	R	4.10	3.00▼	2.00
Shatter	R	C	0.35	0.25	0.20
Shrapnel Blast	R	U	1.05	1.00	0.60
Silver Myr	A	C	0.30	0.25	0.20
Skeleton Shard	A	U	1.00	0.75▼	0.50
Skyhunter Cub	W	C	0.30	0.25	0.20
Skyhunter Patrol	W	C	0.30	0.25	0.20
Slagwurm Armor	A	C	0.35	0.25	0.20
Slith Ascendant	W	U	1.00	0.75▼	0.50
Slith Bloodletter	B	U	1.00	0.90▼	0.50
Slith Firewalker	R	U	1.00	0.90▼	0.50
Slith Predator	G	U	1.00	0.90▼	0.50
Slith Strider	U	U	1.05	0.90▼	0.50
Solar Tide	W	R	4.60	4.00	3.00
Soldier Replica	A	C	0.30	0.25	0.20
Solemn Simulacrum	A	R	9.50	6.75▲	5.00
Somber Hoverguard	U	C	0.30	0.25	0.20
Soul Foundry	A	R	6.00	5.00	5.00
Soul Nova	W	U	1.00	0.75▼	0.50
Spellweaver Helix	A	R	4.60	3.75	2.25
Sphere of Purity	W	C	0.30	0.25	0.10
Spikeshot Goblin	R	C	0.30	0.25	0.20
Spoils of the Vault	B	R	4.10	3.40▼	2.00
Stalking Stones	L	U	1.00	1.00	0.50
Steel Wall	A	C	0.30	0.25	0.20
Sun Droplet	A	U	1.00	0.75▼	0.50
Sunbeam Spellbomb	A	C	0.30	0.25	0.20
Swamp (4 versions)	L	L	0.10	0.10	0.10
Sword of Kaldra	A	R	5.00	5.00	3.35
Sylvan Scrying	G	U	1.00	1.00	0.50
Synod Sanctum	A	U	1.00	1.00	0.50
Taj-Nar Swordsmith	W	U	1.00	0.90▼	0.50
Talisman of Dominance	A	U	1.10	1.00	0.65
Talisman of Impulse	A	U	1.10	1.00	0.50
Talisman of Indulgence	A	U	1.10	1.00	0.50
Talisman of Progress	A	U	1.10	1.00	0.50
Talisman of Unity	A	U	1.10	1.00	0.55
Tanglebloom	A	C	0.30	0.25	0.20
Tangleroot	A	R	3.95	3.00	1.45
Tel-Jilad Archers	G	C	0.30	0.25	0.20
Tel-Jilad Chosen	G	C	0.30	0.25	0.20
Tel-Jilad Exile	G	C	0.30	0.25	0.20
Tel-Jilad Stylus	A	U	1.00	0.75▼	0.50
Tempest of Light	W	U	1.00	1.00	0.50
Temporal Cascade	U	R	4.60	3.75	1.75
Terror	B	C	0.50	0.30	0.20
Thirst for Knowledge	U	U	1.65	1.00	0.75
Thought Prison	A	U	1.00	1.00	0.50
Thoughtcast	U	C	0.40	0.25	0.20
Timesifter	A	R	4.60	3.00	2.65
Titanium Golem	A	C	0.30	0.25	0.20
Tooth and Nail	G	R	4.60	3.00▼	1.80
Tooth of Chiss-Goria	A	C	0.30	0.25	0.20
Tower of Champions	A	R	4.00	3.00▼	1.75
Tower of Eons	A	R	4.00	3.25▼	2.10
Tower of Fortunes	A	R	4.10	3.75▼	2.25
Tower of Murmurs	A	R	4.10	3.25▼	1.90
Trash for Treasure	R	R	4.10	4.00	2.15
Tree of Tales	L	C	0.35	0.25	0.20
Triskelion	A	R	4.75	4.00	2.75
Troll Ascetic	G	R	8.50	7.75▲	6.00
Trolls of Tel-Jilad	G	U	1.00	1.00	0.50
Turn to Dust	G	C	0.30	0.25	0.20
Vault of Whispers	L	C	0.35	0.25	0.20
Vedalken Archmage	U	R	4.75	4.00	3.00
Vermiculos	B	R	4.00	3.40▼	1.25
Viridian Joiner	G	C	0.30	0.25	0.20
Viridian Longbow	A	C	0.30	0.25	0.20
Viridian Shaman	G	U	1.00	1.00	0.65
Vorrac Battlehorns	A	C	0.30	0.25	0.20
Vulshok Battlegear	A	U	1.00	1.00	0.50
Vulshok Battlemaster	R	R	4.10	3.75	1.45
Vulshok Berserker	R	C	0.30	0.25	0.20
Vulshok Gauntlets	A	C	0.30	0.25	0.20
Wail of the Nim	B	C	0.30	0.25	0.20
Wall of Blood	B	U	1.00	0.50▼	0.50
Wanderguard Sentry	U	C	0.30	0.25	0.10
War Elemental	R	R	4.05	3.75▲	3.00
Welding Jar	A	C	0.30	0.25	0.20
Wizard Replica	A	C	0.40	0.25	0.20
Woebearer	B	U	1.00	0.75▼	0.50
Worldslayer	A	R	4.75	4.00	2.75
Wrench Mind	B	C	0.30	0.25	0.20
Wurmskin Forger	G	C	0.30	0.25	0.20
Yotian Soldier	A	C	0.30	0.25	0.20
Total			607.15	497.95	357.70

UNGLUED — 94 Cards

Unglued Set	115.00	100.00	97.00
Unglued Booster Box	330.00	305.00▲	275.00
Unglued Booster Pack	8.00	7.50▲	6.00

CARD NAME	COL	RAR	UPR	MED	LOW
Ashnod's Coupon	A	R	7.00	5.25	5.00
B.F.M. (Big Furry Monster)-L	B	R	10.00	10.00	8.00
B.F.M. (Big Furry Monster)-R	B	R	10.00	10.00	8.00
Blacker Lotus	A	R	6.00	5.00	4.00
Bronze Calendar	A	U	1.00	0.80▲	0.50
Bureaucracy	U	R	2.40	2.00	1.30
Burning Cinder Fury of Crimson Chaos Fire	R	R	2.90	2.05	2.00
Cardboard Carapace	G	R	3.00	3.00	2.00
Censorship	U	U	1.00	0.90▲	0.50
Chaos Confetti	A	C	0.50	0.45	0.30
Charm School	W	U	1.00	0.80▲	0.50
Checks and Balances	U	U	1.00	0.65	0.50
Chicken a la King	U	R	3.00	2.05	1.95
Chicken Egg	R	C	0.50	0.25	0.25
Clam Session	U	C	0.50	0.25	0.25
Clambassadors	U	C	0.50	0.25	0.25
Clam-I-Am	U	C	0.50	0.25	0.25
Clay Pigeon	A	U	1.00	0.80▲	0.50
Common Courtesy	U	U	1.00	1.00▲	0.50
Deadhead	B	C	0.50	0.25	0.25
Denied!	U	C	0.50	0.25	0.25
Double Cross	B	C	0.50	0.25	0.25
Double Deal	R	C	0.50	0.25	0.25
Double Dip	W	C	0.50	0.25	0.25
Double Play	G	C	0.50	0.25	0.25
Double Take	U	C	0.50	0.25	0.25
Elvish Impersonators	G	C	0.50	0.25	0.25
Flock of Rabid Sheep	G	U	1.00	0.80	0.50
Forest	G	C	2.00	2.00▲	0.75
Fowl Play	U	C	0.50	0.35	0.25
Free-for-All	U	R	3.00	2.00▲	1.00
Free-Range Chicken	G	C	0.50	0.25	0.25
Gerrymandering	G	U	1.00	0.80▲	0.50
Get a Life	W	U	1.00	0.80	0.50
Ghazban Ogress	G	C	0.50	0.25	0.25
Giant Fan	A	R	2.75	2.00	1.65
Goblin	R	U	2.00	1.50	1.00
Goblin Bookie	R	C	0.50	0.25	0.25
Goblin Bowling Team	R	C	0.50	0.25	0.25
Goblin Tutor	R	U	1.00	1.00▲	0.75
Growth Spurt	G	C	0.50	0.25	0.25
Gus	G	C	0.50	0.25	0.25
Handcuffs	B	U	1.00	0.80▲	0.50
Hungry Hungry Heifer	G	U	1.00	0.80▲	0.50
Hurloon Wrangler	R	C	0.50	0.25	0.25
I'm Rubber, You're Glue	W	R	3.60	2.05	2.00
Incoming!	G	R	3.00	2.50	2.00
Infernal Spawn of Evil	B	R	6.50	5.75▼	5.00
Island	U	C	2.75	2.50▲	1.65
Jack-in-the-Mox	A	R	3.50	3.00▲	2.00
Jalum Grifter	R	R	2.90	2.00	1.90
Jester's Sombrero	A	R	3.00	2.00	1.50
Jumbo Imp	B	U	1.00	0.80	0.50
Knight of the Hokey Pokey	W	C	0.50	0.30	0.25
Krazy Kow	R	C	0.50	0.25	0.25
Landfill	R	R	3.00	2.00	1.20
Lexivore	W	U	1.00	0.80▲	0.50
Look at Me, I'm the DCI	W	R	3.00	2.70	2.55
Mesa Chicken	W	C	0.50	0.30	0.25
Mine, mine, mine!	G	R	3.00	2.80▲	2.50
Mirror Mirror	A	R	3.65	3.00	2.65
Miss Demeanor	W	U	1.00	0.80	0.50
Mountain	R	C	2.00	2.00	1.40
Once More with Feeling	W	R	2.75	2.00	1.65
Organ Harvest	B	C	0.50	0.25	0.25
Ow	B	R	3.00	2.00▲	1.45
Paper Tiger	A	C	0.50	0.25	0.25
Pegasus	W	U	2.00	1.00	0.50
Plains	W	C	2.00	2.00	1.40
Poultrygeist	B	C	0.50	0.25	0.25
Prismatic Wardrobe	W	C	0.50	0.25	0.25
Psychic Network	U	R	2.80	2.00	1.05
Ricochet	R	U	1.00	0.80▲	0.50
Rock Lobster	A	C	0.50	0.25	0.25
Scissors Lizard	A	C	0.50	0.25	0.25
Sex Appeal	W	C	0.50	0.25	0.25
Sheep	G	U	2.00	1.00	0.50
Soldier	W	U	2.00	1.00	0.60
Sorry	U	U	1.00	0.80▲	0.50
Spark Fiend	R	R	2.90	2.00▲	1.00
Spatula of the Ages	A	U	1.00	0.80▲	0.50
Squirrel	G	U	4.75	3.00	1.25
Squirrel Farm	G	R	3.50	3.00	2.85
Strategy, Schmategy	R	R	3.00	2.75▲	1.65
Swamp	B	C	2.90	2.00	1.65
Team Spirit	G	C	0.50	0.25	0.25
Temp of the Damned	B	C	0.50	0.25	0.25
The Cheese Stands Alone	W	R	4.00	3.00	2.50
The Ultimate Nightmare of WotC CS	U	U	1.00	0.80	0.65
Timmy, Power Gamer	G	R	4.10	4.00	4.00
Urza's Contact Lenses	A	U	1.00	0.80▲	0.50
Urza's Science Fair Project	A	U	1.00	0.80▲	0.50
Volrath's Motion Sensor	B	U	1.00	0.80▲	0.50
Zombie	B	U	2.00	1.00▼	0.60
Total			176.15	137.50	105.35

STARTER — 173 Cards

Starter Set	180.00	170.00▼	160.00
Starter Starter Deck Box	80.00	80.00	72.00
Starter Theme Deck Box	80.00	80.00	80.00
Starter Booster Box	78.00	70.00	70.00
Starter 2-Player Gift Box	20.00	15.00▲	12.00
Starter Starter Deck	10.25	9.00	8.50
Starter Theme Deck	8.75	8.00	8.00
Starter Booster Pack	3.45	3.15	3.00

CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Horror	B	R	3.00	3.00	1.00
Air Elemental	U	U	1.00	0.90▼	0.50
Alluring Scent	G	R	3.00	3.00	2.00
Ancient Craving	B	R	3.00	3.00	3.00
Angel of Light	W	U	3.00	0.75	0.50
Angel of Mercy	W	U	2.00	1.00▼	0.50
Angelic Blessing	W	C	0.30	0.25	0.25
Archangel	W	R	6.50	6.00	6.00
Ardent Militia	W	U	1.00	1.00	0.65
Armageddon	W	R	8.00	8.00	6.00
Barbtooth Wurm	G	C	0.45	0.25	0.25
Bargain	W	U	1.00	1.00	0.75
Blinding Light	W	R	3.00	3.00	2.00
Bog Imp	B	C	0.45	0.25	0.25
Bog Raiders	B	C	0.45	0.25	0.25
Bog Wraith	B	U	1.00	0.90▼	0.55
Border Guard	W	C	0.50	0.25	0.25
Breath of Life	W	U	1.00	0.75	0.50
Bull Hippo	G	U	1.00	0.90▼	0.55
Champion Lancer	W	R	3.00	3.00	3.00
Charging Paladin	W	U	1.00	1.00	0.65
Chorus of Woe	B	C	0.35	0.25	0.25
Cinder Storm	R	U	1.00	1.00	0.65
Coercion	B	U	1.00	0.90▼	0.50
Coral Eel	U	C	0.45	0.25	0.25
Counterspell	U	U	1.50	1.00	0.95
Dakmor Ghoul	B	U	1.00	0.75▼	0.50
Dakmor Lancer	B	R	3.00	3.00	2.00
Dakmor Plague	B	U	1.00	0.70▼	0.50
Dakmor Scorpion	B	C	0.45	0.25	0.25
Dakmor Sorceress	B	R	12.00	10.00▲	6.50
Dark Offering	B	U	1.00	1.00	0.65
Denizen of the Deep	U	R	8.00	6.25▲	5.25
Devastation	R	R	4.00	4.00	3.00
Devoted Hero	W	C	0.50	0.25	0.25
Devout Monk	W	C	0.40	0.25	0.25
Dread Reaper	B	R	5.00	5.00	3.50
Durkwood Boars	G	C	0.45	0.25	0.25
Eager Cadet	W	CX	0.65	0.40▲	0.25
Earth Elemental	R	U	1.00	1.00	0.65
Exhaustion	U	U	1.00	0.90▼	0.55
Extinguish	U	C	0.50	0.25	0.25
Eye Spy	U	U	1.00	0.70▼	0.50
False Peace	W	U	1.00	0.75▼	0.50
Feral Shadow	B	C	0.45	0.25	0.25
Fire Elemental	R	U	1.00	1.00	0.65
Fire Tempest	R	R	4.00	4.00	3.00
Foot Soldiers	W	C	0.50	0.25	0.25
Forest (4 Variants)	L	L	0.20	0.15	0.10
Gerrard's Wisdom	W	R	4.25	3.00	2.00
Giant Octopus	U	C	0.45	0.25	0.25
Goblin Cavaliers	R	C	0.35	0.25	0.25
Goblin Chariot	R	C	0.35	0.25	0.25
Goblin Commando	R	U	1.00	0.75▼	0.50
Goblin General	R	U	1.15	1.00	0.50
Goblin Glider	R	U	1.00	0.90▼	0.50
Goblin Hero	R	RX	3.00	2.60▼	2.00
Goblin Lore	R	U	1.00	0.75▼	0.50
Goblin Mountaineer	R	C	0.45	0.25	0.25
Goblin Settler	R	U	1.00	1.00	0.65
Gorilla Warrior	G	C	0.45	0.25	0.25
Gravedigger	B	U	1.00	1.00	0.65
Grim Tutor	B	R	5.50	5.00	4.00
Grizzly Bears	G	C	0.45	0.25	0.25
Hand of Death	B	C	0.35	0.25	0.25
Hollow Dogs	B	C	0.50	0.25	0.25
Howling Fury	B	U	1.00	1.00	0.65
Hulking Goblin	R	C	0.35	0.25	0.25
Hulking Ogre	R	U	1.00	0.70▼	0.50
Ingenious Thief	U	C	0.45	0.25	0.25
Island (4 Variants)	L	L	0.20	0.15	0.10
Jagged Lightning	R	U	1.00	1.00	0.65
Knight Errant	W	C	0.50	0.25	0.25
Last Chance	R	R	4.00	3.75▼	3.00
Lava Axe	R	C	0.50	0.25	0.25
Lone Wolf	G	C	0.50	0.25	0.25
Loyal Sentry	W	R	3.00	3.00	3.00
Lynx	G	U	1.00	0.65▼	0.50
Man-o'-War	U	U	1.00	0.90▼	0.50
Merfolk of the Pearl Trident	U	CX	0.90	0.40▲	0.25
Mind Rot	B	C	0.50	0.30	0.25
Mons's Goblin Raiders	R	RX	3.00	2.50	2.00
Monstrous Growth	G	C	0.50	0.25	0.25
Moon Sprite	G	U	1.00	0.70▼	0.50
Mountain (4 Variants)	L	L	0.20	0.15	0.10
Muck Rats	B	C	0.35	0.25	0.25
Natural Spring	G	U	1.00	0.70▼	0.50
Nature's Cloak	G	R	3.00	3.00	2.00
Nature's Lore	G	C	0.45	0.25	0.25
Norwood Archers	G	C	0.40	0.25	0.25
Norwood Ranger	G	C	0.45	0.25	0.25
Ogre Warrior	R	C	0.35	0.25	0.25
Owl Familiar	U	U	1.00	1.00	0.65
Path of Peace	W	C	0.50	0.25	0.25

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Phantom Warrior	U	R	3.00	3.00	2.50
Piracy	U	R	3.45	3.00	3.00
Plains (4 Variants)	L	L	0.20	0.15	0.10
Pride of Lions	G	U	1.00	1.00	0.75
Psychic Transfer	U	R	3.00	3.00	2.00
Raging Goblin	R	C	0.50	0.25	0.25
Raise Dead	B	C	0.45	0.25	0.25
Ransack	U	R	4.00	3.00	2.00
Ravenous Rats	B	U	1.00	0.90▼	0.50
Relearn	U	U	1.00	0.90▼	0.55
Relentless Assault	R	R	5.00	4.00	2.00
Remove Soul	U	C	0.50	0.25	0.25
Renewing Touch	G	U	1.00	0.75▼	0.50
Righteous Charge	W	U	1.00	0.75▼	0.50
Righteous Fury	W	R	3.00	3.00	2.50
Royal Falcon	W	CX	0.75	0.50▲	0.25
Royal Trooper	W	U	1.00	0.75▼	0.50
Sacred Nectar	W	C	0.50	0.30	0.25
Scathe Zombies	B	CX	0.90	0.40▲	0.25
Scorching Spear	R	C	0.50	0.25	0.25
Sea Eagle	U	CX	0.65	0.40▲	0.25
Serpent Warrior	B	C	0.40	0.25	0.25
Shrieking Specter	B	U	1.00	1.00	0.65
Silverback Ape	G	U	1.00	0.90▼	0.50
Sleight of Hand	U	C	0.65	0.25	0.25
Snapping Drake	U	C	0.35	0.25	0.25
Soul Feast	B	U	1.00	0.70▼	0.50
Southern Elephant	G	C	0.50	0.25	0.25
Spitting Earth	R	U	1.00	1.00	0.50
Squall	G	C	0.50	0.25	0.25
Steadfastness	W	C	0.50	0.25	0.25
Stone Rain	R	C	0.50	0.25	0.25
Storm Crow	U	C	0.50	0.25	0.25
Stream of Acid	B	U	1.00	0.75▼	0.50
Summer Bloom	G	R	3.00	3.00	2.00
Swamp (4 Variants)	L	L	0.20	0.15	0.10
Sylvan Basilisk	G	R	3.00	3.00	2.00
Sylvan Yeti	G	R	4.00	3.00	2.40
Thorn Elemental	G	R	6.00	6.00	4.90
Thunder Dragon	R	R	22.00	13.75▲	6.00
Tidings	U	U	1.00	0.75▼	0.50
Time Ebb	U	C	0.45	0.25	0.25
Time Warp	U	R	8.00	6.00▲	5.00
Touch of Brilliance	U	C	0.45	0.25	0.25
Trained Orgg	R	R	3.00	3.00	2.00
Tremor	R	C	0.35	0.25	0.25
Undo	U	U	1.00	0.70▼	0.50
Untamed Wilds	G	U	1.00	1.00	0.65
Venerable Monk	W	C	0.40	0.25	0.25
Vengeance	W	U	1.00	0.90▼	0.55
Veteran Cavalier	W	U	1.00	0.75▼	0.50
Vizzerdrix	U	R	4.00	3.95	2.00
Volcanic Dragon	R	R	6.00	5.00	5.00
Volcanic Hammer	R	C	0.50	0.50▲	0.25
Water Elemental	U	U	1.00	0.75▼	0.50
Whiptail Wurm	G	U	1.00	0.75	0.50
Whirlwind	G	R	3.00	3.00	3.00
Wicked Pact	B	R	3.00	3.00	3.00
Wild Griffin	W	C	0.35	0.25	0.25
Wild Ox	G	U	1.00	1.00	0.65
Willow Elf	G	CX	0.65	0.40▲	0.25
Wind Drake	U	C	0.35	0.25	0.25
Wind Sail	U	U	1.00	1.00	0.50
Wood Elves	G	U	1.00	0.75▼	0.50
Total			266.40	220.85	162.10

Portal

200 Cards

Portal Set	195.00	140.00▲	125.00
Portal Starter Box	85.00	50.00	50.00
Portal Booster Box	100.00	88.00▼	81.00
Portal Starter Deck	11.00	10.00▲	8.50
Portal Booster Pack	4.00	3.50	3.15

CARD NAME	COL	RAR	UPR	MED	LOW
Alabaster Dragon	W	R	5.25	4.25▲	4.00
Alluring Scent	G	R	3.25	2.75	1.75
Anaconda (ver. 1)	G	U	1.00	1.00▲	0.75
Anaconda (ver. 2)	G	U	1.00	1.00	0.95
Ancestral Memories	U	R	3.00	3.00	2.50
Angelic Blessing	W	C	0.50	0.45	0.20
Archangel	W	R	8.50	7.00	6.50
Ardent Militia	W	U	1.00	1.00▲	0.75
Armageddon	W	R	8.00	8.00▲	7.50
Armored Pegasus	W	C	0.50	0.30	0.20
Arrogant Vampire	B	U	1.20	0.80	0.75
Assassin's Blade	B	U	1.00	0.80	0.40
Balance of Power	U	R	5.00	3.50	2.00
Baleful Stare	U	U	1.00	1.00▲	0.75
Bee Sting	G	U	1.00	1.00▲	0.75
Blaze (ver. 1)	R	U	2.00	1.80▲	0.85
Blaze (ver. 2)	R	U	2.00	2.00▲	1.00
Blessed Reversal	W	R	3.25	2.40▲	1.75
Blinding Light	W	R	3.25	2.50	2.00
Bog Imp	B	C	0.50	0.30	0.20
Bog Raiders	B	C	0.50	0.30	0.20
Bog Wraith	B	U	1.00	1.00▲	0.75
Boiling Seas	R	U	1.00	1.00▲	0.75
Border Guard	W	C	0.50	0.30	0.20
Breath of Life	W	C	0.50	0.50	0.30
Bull Hippo	G	U	1.00	1.00▲	0.75
Burning Cloak	R	C	0.50	0.30	0.20
Capricious Sorcerer	U	R	3.70	2.25	2.00
Charging Bandits	B	U	1.00	1.00▲	0.75
Charging Paladin	W	U	1.00	1.00▲	0.75
Charging Rhino	G	R	4.00	3.00	2.50
Cloak of Feathers	U	C	0.45	0.25	0.25
Cloud Dragon	U	R	11.00	7.50▲	6.00
Cloud Pirates	U	C	0.50	0.30	0.20
Cloud Spirit	U	U	1.00	0.80	0.40
Command of Unsummoning	U	U	1.00	1.00▲	0.75
Coral Eel	U	C	0.50	0.30	0.20
Craven Giant	R	C	0.50	0.30	0.20
Craven Knight	B	C	0.45	0.25	0.20
Cruel Bargain	B	R	3.25	2.50	2.00
Cruel Fate	U	R	2.70	2.25	2.00
Cruel Tutor	B	R	3.50	3.00	3.00
Deep Wood	G	U	1.00	1.00▲	0.75
Deep-Sea Serpent	U	U	1.00	1.00▲	0.75
Defiant Stand	W	U	1.00	1.00▲	0.75
Déjà Vu	U	C	0.50	0.30	0.20
Desert Drake	R	U	1.00	1.00▲	0.75
Devastation	R	R	5.00	4.00	2.50
Devoted Hero	W	C	0.65	0.45	0.20
Djinn of the Lamp	U	R	5.00	4.00	4.00
Dread Charge	B	R	4.00	3.00	2.00
Dread Reaper	B	R	3.50	2.50	2.00
Dry Spell	B	U	2.40	1.00	0.90
Earthquake	R	R	9.25	7.00	4.80
Ebon Dragon	B	R	15.25	12.00	10.25
Elite Cat Warrior (ver. 1)	G	C	0.35	0.25	0.25
Elite Cat Warrior (ver. 2)	G	C	0.45	0.25	0.20
Elven Cache	G	C	0.45	0.25	0.25
Elvish Ranger	G	C	0.40	0.25	0.20
Endless Cockroaches	B	R	4.00	3.00	2.75
Exhaustion	U	R	4.00	3.50	2.50
False Peace	W	C	0.50	0.30	0.20
Feral Shadow	B	C	0.45	0.25	0.25
Final Strike	B	R	4.00	2.50	2.00
Fire Dragon	R	R	13.25	10.25	8.00
Fire Imp	R	U	1.00	1.00▲	0.75
Fire Snake	R	C	0.50	0.30	0.20
Fire Tempest	R	R	4.00	3.50	2.00
Flashfires	R	U	1.20	1.00	1.00
Fleet-Footed Monk	W	C	0.50	0.30	0.20
Flux	U	U	1.00	1.00▲	0.75
Foot Soldiers	W	C	0.50	0.30	0.20
Forest (4 Versions)	L	L	0.50	0.25	0.20
Forked Lightning	R	R	3.75	3.00	2.80
Fruition	G	C	0.45	0.25	0.25
Giant Octopus	U	C	0.50	0.30	0.20
Giant Spider	G	C	0.50	0.30	0.20
Gifts of Estates	W	R	4.00	3.00	3.00
Goblin Bully	R	C	0.45	0.25	0.25
Gorilla Warrior	G	C	0.45	0.25	0.20
Gravedigger	B	U	1.00	0.80	0.35
Grizzly Bears	G	C	0.45	0.25	0.25
Hand of Death (ver. 1)	B	C	0.45	0.25	0.25
Hand of Death (ver. 2)	B	C	0.50	0.40▲	0.20
Harsh Justice	W	R	4.00	3.00	2.95
Highland Giant	R	C	0.45	0.25	0.20
Hill Giant	R	C	0.45	0.20	0.20
Horned Turtle	U	C	0.50	0.30	0.20
Howling Fury	B	C	0.45	0.25	0.25
Hulking Cyclops	R	U	1.00	0.80	0.50
Hulking Goblin	R	C	0.50	0.30	0.20
Hurricane	G	R	3.00	3.00	2.00
Ingenious Thief	U	U	1.00	1.00▲	0.75
Island (4 Versions)	L	L	0.50	0.25	0.20
Jungle Lion	G	C	0.45	0.25	0.25
Keen-Eyed Archers	W	C	0.50	0.30	0.20
King's Assassin	B	R	4.50	4.00	2.90
Knight Errant	W	C	0.45	0.25	0.25
Last Chance	R	R	3.50	2.50	2.00
Lava Axe	R	C	0.45	0.25	0.20
Lava Flow	R	U	1.00	1.00▲	0.75
Lizard Warrior	R	C	0.50	0.30	0.20
Man-o'-War	U	U	1.50	1.00▲	0.75
Mercenary Knight	B	R	4.00	3.00	3.00
Merfolk of the Pearl Trident	U	C	0.50	0.30	0.20
Mind Knives	B	C	0.45	0.25	0.25
Mind Rot	B	C	0.45	0.25	0.25
Minotaur Warrior	R	C	0.45	0.25	0.25
Mobilize	G	C	0.45	0.25	0.25
Monstrous Growth (ver. 1)	G	C	0.50	0.30	0.20
Monstrous Growth (ver. 2)	G	C	0.50	0.40▲	0.20
Moon Sprite	G	U	1.00	1.00▲	0.75
Mountain (4 Versions)	L	L	0.50	0.40▲	0.15
Mountain Goat	R	U	1.00	0.80	0.40
Muck Rats	B	C	0.50	0.30	0.20
Mystic Denial	U	U	1.00	1.00▲	0.75
Natural Order	G	R	7.25	6.00	4.00
Natural Spring	G	U	1.00	1.00▲	0.75
Nature's Cloak	G	R	4.00	2.50	2.00
Nature's Lore	G	C	0.50	0.30	0.20
Nature's Ruin	B	U	1.00	1.00▲	0.40
Needle Storm	G	U	1.00	0.80	0.40
Noxious Toad	B	U	1.00	1.00▲	0.75
Omen	U	C	0.45	0.25	0.25
Owl Familiar	U	C	0.45	0.25	0.25
Panther Warriors	G	C	0.50	0.30	0.20
Path of Peace	W	C	0.45	0.25	0.25
Personal Tutor	U	U	1.00	1.00▲	0.50
Phantom Warrior	U	R	3.50	2.00	2.00
Pillaging Horde	R	R	3.50	3.00	3.00
Plains (4 Versions)	L	L	0.50	0.25	0.20
Plant Elemental	G	U	1.10	0.80	0.40
Primeval Force	G	R	6.75	4.00	2.90
Prosperity	U	R	4.00	3.50▼	2.50
Pyroclasm	R	R	4.00	4.00	2.40
Python	B	C	0.50	0.30	0.20
Raging Cougar	R	C	0.45	0.25	0.25
Raging Goblin (ver. 1)	R	C	0.65	0.30	0.20
Raging Goblin (ver. 2)	R	C	0.75	0.40▲	0.20
Raging Minotaur	R	C	0.45	0.25	0.25
Rain of Salt	R	U	1.00	1.00▲	0.40
Rain of Tears	B	U	2.00	1.10▲	1.00
Raise Dead	B	C	0.45	0.25	0.25
Redwood Treefolk	G	C	0.50	0.30	0.20
Regal Unicorn	W	C	0.50	0.30	0.20
Renewing Dawn	W	U	1.00	0.80	0.40
Rowan Treefolk	G	C	0.45	0.25	0.20
Sacred Knight	W	C	0.50	0.30	0.20
Sacred Nectar	W	C	0.45	0.25	0.25
Scorching Spear	R	C	0.50	0.30	0.20
Scorching Winds	R	U	1.00	1.00▲	0.75
Seasoned Marshal	W	U	1.00	1.00▲	0.75
Serpent Assassin	B	R	4.00	3.00	3.00
Serpent Warrior	B	C	0.50	0.30	0.20
Skeletal Crocodile	B	C	0.50	0.30	0.20
Skeletal Snake	B	C	0.50	0.30	0.20
Snapping Drake	U	C	0.45	0.25	0.20
Sorcerous Sight	U	C	0.50	0.30	0.20
Soul Shred	B	C	0.50	0.30	0.20
Spined Wurm	G	C	0.50	0.30	0.20
Spiritual Guardian	W	R	4.15	3.00	2.90
Spitting Earth	R	C	0.45	0.25	0.25
Spotted Griffin	W	C	0.45	0.25	0.25
Stalking Tiger	G	C	0.50	0.30	0.20
Starlight	W	U	1.00	0.90▲	0.45
Starlit Angel	W	U	4.00	1.30▲	0.90
Steadfastness	W	C	0.45	0.25	0.20
Stern Marshal	W	R	3.50	2.00	2.00
Stone Rain	R	C	0.50	0.25	0.25
Storm Crow	U	C	0.50	0.30	0.20
Summer Bloom	G	R	4.00	3.00	2.00
Swamp (4 Versions)	L	L	0.50	0.40▲	0.20
Sylvan Tutor	G	R	3.75	3.00	2.50
Symbol of Unsummoning	U	C	0.45	0.25	0.25
Taunt	U	R	4.00	2.50	2.00
Temporary Truce	W	R	3.25	2.00	2.00
Theft of Dreams	U	U	1.00	1.00▲	0.75
Thing from the Deep	U	R	5.50	4.00	3.00
Thundering Wurm	G	R	4.00	3.45	3.00
Thundermare	R	R	6.00	5.00	4.00
Tidal Surge	U	C	0.50	0.30	0.20
Time Ebb	U	C	0.45	0.25	0.25
Touch of Brilliance	U	C	0.50	0.30	0.20
Treetop Defense	G	R	3.25	3.00	2.40
Undying Beast	B	C	0.50	0.30	0.20
Untamed Wilds	G	U	1.00	1.00▲	0.75
Valorous Charge	W	U	1.00	1.00▲	0.75
Vampiric Feast	B	U	1.00	0.80	0.40
Vampiric Touch	B	C	0.50	0.30	0.20
Venerable Monk	W	U	1.00	0.80	0.35
Vengeance	W	U	1.00	1.00▲	0.75
Virtue's Ruin	B	U	1.00	1.00	1.00
Volcanic Dragon	R	R	7.25	6.00	5.25
Volcanic Hammer	R	C	1.50	0.70▲	0.30
Wall of Granite	R	U	1.00	0.80	0.40
Wall of Swords	W	U	1.00	1.00	0.80
Warrior's Charge (ver. 1)	W	C	0.45	0.20	0.20
Warrior's Charge (ver. 2)	W	C	0.50	0.40▲	0.20
Whiptail Wurm	G	U	1.00	0.80	0.40
Wicked Pact	B	R	3.25	2.00	1.50
Willow Dryad	G	C	0.50	0.30	0.20
Wind Drake	U	C	0.50	0.30	0.20
Winds of Change	R	R	2.50	2.00	2.00
Winter's Grasp	G	U	1.00	1.00	0.90
Withering Gaze	U	U	1.00	1.00▲	0.75
Wood Elves	G	R	3.25	3.00	2.90
Wrath of God	W	R	20.00	15.00	10.50
Total			392.75	301.95	236.30

Portal Second Age

155 Cards

Portal 2 Set	220.00	155.00▲	135.00
Portal 2 Starter Box	115.00	80.00	80.00
Portal 2 Booster Box	115.00	105.00▼	88.00
Portal 2 Starter Deck	9.00	8.50▼	6.75
Portal 2 Booster Pack	3.50	3.50	3.25

CARD NAME	COL	RAR	UPR	MED	LOW
Abyssal Nightstalker	B	U	1.00	1.00	0.85
Air Elemental	U	U	2.15	1.25▲	0.80
Alaborn Cavalier	W	U	1.00	1.00	0.85
Alaborn Grenadier	W	C	0.50	0.50▲	0.30
Alaborn Musketeer	W	C	0.50	0.25	0.25
Alaborn Trooper	W	C	0.50	0.40▲	0.25
Alaborn Veteran	W	R	3.40	3.00	3.00
Alaborn Zealot	W	U	1.00	1.00▲	0.80
Alluring Scent	G	R	3.00	3.00	2.25
Ancient Craving	B	R	3.40	3.00	3.00
Angel of Fury	W	R	8.00	6.00	5.50
Angel of Mercy	W	U	2.45	2.00	1.25
Angelic Blessing	W	C	0.50	0.50	0.40
Angelic Wall	W	C	0.50	0.50	0.40
Apprentice Sorcerer	U	U	1.00	1.00▲	0.80
Archangel	W	R	9.50	7.75▲	6.50
Armageddon	W	R	6.75	6.00	5.75
Armored Galleon	U	U	1.00	1.00▲	0.80
Armored Griffin	W	U	1.00	1.00▲	0.80
Barbtooth Wurm	G	C	0.50	0.50▲	0.30
Bargain	W	U	1.00	1.00	0.85
Bear Cub	G	C	0.50	0.25	0.25
Bee Sting	G	U	1.00	0.90▲	0.80
Blaze	R	U	2.00	2.00▲	0.95
Bloodcurdling Scream	B	U	1.00	1.00	0.85
Breath of Life	W	C	0.75	0.50▲	0.30
Brimstone Dragon	R	R	15.00	14.00	11.00
Brutal Nightstalker	B	U	1.00	1.00▲	0.80
Chorus of Woe	B	C	0.50	0.40▲	0.25
Coastal Wizard	U	R	4.00	3.00▼	3.00
Coercion	B	U	0.95	0.75	0.40
Cruel Edict	B	C	0.50	0.50	0.40
Cunning Giant	R	R	3.40	3.00	3.00
Dakmor Bat	B	C	0.50	0.40▲	0.25
Dakmor Plague	B	U	1.00	1.00▲	0.80
Dakmor Scorpion	B	C	0.50	0.40▲	0.25
Dakmor Sorceress	B	R	12.00	11.00	8.50
Dark Offering	B	U	1.00	1.00▲	0.80
Deathcoil Wurm	G	R	4.00	4.00	4.00
Deep Wood	G	U	1.00	1.00▲	0.80
Déjà vu	U	C	0.50	0.40▲	0.25
Denizen of the Deep	U	R	8.00	6.00▲	5.00
Earthquake	R	R	8.25	6.00	5.50
Exhaustion	U	R	3.40	3.00	3.00
Extinguish	U	C	0.50	0.40▲	0.25
Eye Spy	U	U	1.05	1.00▲	0.80
False Summoning	U	C	0.50	0.40▲	0.25
Festival of Trokin	W	C	0.50	0.50	0.40
Forest (3 Versions)	L	L	0.50	0.50▲	0.20
Foul Spirit	B	U	1.00	0.80▲	0.55
Goblin Cavaliers	R	C	0.50	0.50▲	0.30
Goblin Firestarter	R	U	1.00	1.00▲	0.80
Goblin General	R	R	4.50	4.00	3.00
Goblin Glider	R	C	0.50	0.50▲	0.30
Goblin Lore	R	U	1.00	1.00▲	0.80
Goblin Matron	R	U	1.00	1.00▲	0.80
Goblin Mountaineer	R	C	0.50	0.50	0.40
Goblin Piker	R	C	0.50	0.40▲	0.25
Goblin Raider	R	C	0.50	0.40▲	0.25
Goblin War Cry	R	U	1.00	1.00	0.95
Goblin War Strike	R	C	0.65	0.50	0.35
Golden Bear	G	C	0.50	0.25	0.25
Hand of Death	B	C	0.50	0.40▲	0.25
Harmony of Nature	G	U	1.00	1.00	1.00
Hidden Horror	B	R	4.20	4.00	2.75
Hurricane	G	R	4.00	3.50▼	2.00
Ironhoof Ox	G	U	1.00	1.00▲	0.80
Island (3 Versions)	L	L	0.50	0.50▲	0.20
Jagged Lightning	R	U	1.00	1.00▲	0.80
Just Fate	W	R	3.45	3.00▼	1.90
Kiss of Death	B	U	1.00	1.00▲	0.80
Lava Axe	R	C	0.50	0.50▲	0.30
Lone Wolf	G	U	1.00	0.90▲	0.80
Lurking Nightstalker	B	C	0.50	0.25	0.25
Lynx	G	C	0.50	0.25	0.25
Magma Giant	R	R	4.25	3.50▼	2.95
Mind Rot	B	C	0.50	0.25	0.25
Moaning Spirit	B	C	0.50	0.25	0.25
Monstrous Growth	G	C	0.65	0.50	0.35
Mountain (3 Versions)	L	L	0.50	0.25	0.25
Muck Rats	B	C	0.50	0.40▲	0.25
Mystic Denial	U	U	1.00	0.90▲	0.80
Natural Spring	G	C	0.75	0.50▲	0.30
Nature's Lore	G	C	0.50	0.40▲	0.25
Nightstalker Engine	B	R	3.00	2.50	2.00
Norwood Archers	G	C	0.50	0.50▲	0.30
Norwood Priestess	G	R	8.00	8.00	7.75
Norwood Ranger	G	C	0.50	0.25	0.25
Norwood Riders	G	C	0.50	0.50▲	0.30
Norwood Warrior	G	C	0.50	0.50▲	0.30
Obsidian Giant	R	U	1.00	0.80	0.40
Ogre Arsonist	R	U	1.00	1.00	0.85
Ogre Berserker	R	C	0.50	0.40▲	0.25
Ogre Taskmaster	R	U	1.00	0.90▲	0.80
Ogre Warrior	R	C	0.50	0.40▲	0.25
Path of Peace	W	C	0.50	0.40▲	0.25
Piracy	U	R	4.40	4.00	3.00
Plains (3 Versions)	L	L	0.50	0.50▲	0.20
Plated Wurm	G	C	0.50	0.50	0.40
Predatory Nightstalker	B	U	1.00	1.00▲	0.80
Prowling Nightstalker	B	C	0.50	0.40▲	0.25
Raging Goblin	R	C	0.75	0.50▲	0.30
Raiding Nightstalker	B	C	0.50	0.50▲	0.30
Rain of Daggers	B	R	4.00	4.00	4.00
Raise Dead	B	C	0.50	0.40▲	0.25
Rally the Troops	W	U	1.00	1.00▲	0.80
Ravenous Rats	B	C	1.00	0.50	0.35
Razorclaw Bear	G	R	4.00	4.00	3.00
Relentless Assault	R	R	3.95	3.00	2.65
Remove	U	U	1.00	0.90▲	0.80
Renewing Touch	G	U	1.00	1.00	0.85
Return of the Nightstalkers	B	R	4.00	3.15	2.00
Righteous Charge	W	C	0.50	0.50▲	0.30
Righteous Fury	W	R	4.50	4.00	4.00
River Bear	G	U	1.00	1.00	0.85
Salvage	G	C	0.50	0.25	0.25
Screeching Drake	U	C	0.50	0.40▲	0.25
Sea Drake	U	U	1.00	1.00	0.85
Sleight of Hand	U	C	2.00	0.50▲	0.30
Spitting Earth	R	C	0.50	0.40▲	0.25
Steam Catapult	W	R	4.00	4.00	3.50
Steam Frigate	U	C	0.50	0.25	0.25
Stone Rain	R	C	0.50	0.50	0.40
Swamp (3 Versions)	L	L	0.50	0.50▲	0.20
Swarm of Rats	B	C	0.50	0.50	0.40
Sylvan Basilisk	G	R	4.40	3.50	2.50
Sylvan Yeti	G	R	3.75	3.00	2.25
Talas Air Ship	U	C	0.50	0.40▲	0.25
Talas Explorer	U	C	0.50	0.40▲	0.25
Talas Merchant	U	C	3.00	0.50	0.40
Talas Researcher	U	R	4.00	3.25	2.05
Talas Scout	U	C	0.50	0.40▲	0.25
Talas Warrior	U	R	3.45	3.00▼	2.30
Temple Acolyte	W	C	0.50	0.50▲	0.40
Temple Elder	W	U	1.00	1.00▲	0.80
Temporal Manipulation	U	R	6.00	5.50▲	3.75
Theft of Dreams	U	U	1.00	0.90▲	0.80
Tidal Surge	U	C	0.50	0.40▲	0.25
Time Ebb	U	C	0.50	0.25	0.25
Touch of Brilliance	U	C	0.50	0.40▲	0.25
Town Sentry	W	C	0.50	0.40▲	0.25

Tree Monkey	G	C	0.50	0.50	0.40
Tremor	R	C	0.50	0.40▲	0.25
Trokin High Guard	W	C	0.50	0.40▲	0.25
Undo	U	U	1.00	1.00▲	0.80
Untamed Wilds	G	U	1.00	0.90▲	0.80
Vampiric Spirit	B	R	6.75	5.00	4.50
Vengeance	W	U	1.00	0.80	0.50
Volcanic Hammer	R	C	2.00	1.50▲	0.30
Volunteer Militia	W	C	0.50	0.40▲	0.25
Warrior's Stand	W	U	1.00	1.00▲	0.80
Wild Griffin	W	C	0.50	0.25	0.20
Wild Ox	G	U	1.00	1.00▲	0.80
Wildfire	R	R	7.00	5.00	5.00
Wind Sail	U	C	0.50	0.40▲	0.25
Total			280.85	239.70	193.05

Portal Three Kingdoms — 170 Cards

Portal 3 Set	375.00	330.00▲	295.00
Portal 3 Starter Box	160.00	145.00▼	125.00
Portal 3 Booster Box	450.00	300.00▲	285.00
Portal 3 Starter Deck	18.00	16.00	13.50
Portal 3 Booster Pack	9.00	8.50▲	4.90

CARD NAME	COL	RAR	UPR	MED	LOW
Alert Shu Infantry	W	U	1.05	1.00	1.00
Ambition's Cost	B	R	5.00	5.00▲	3.85
Balance of Power	U	R	5.00	4.10▲	3.60
Barbarian General	R	U	1.00	1.00	1.00
Barbarian Horde	R	C	0.50	0.40▲	0.25
Blaze	R	U	2.90	1.75▲	0.85
Borrowing 100,000 Arrows	U	U	1.00	1.00	0.90
Borrowing the East Wind	G	R	5.50	5.00▲	3.85
Brilliant Plan	U	U	1.00	1.00	0.75
Broken Dam	U	C	0.50	0.40▲	0.25
Burning Fields	R	C	0.50	0.50▲	0.30
Burning of Xinye	R	R	5.00	4.50▲	3.80
Cao Cao, Lord of Wei	B	R	5.50	4.00	3.60
Cao Ren, Wei Commander	B	R	5.00	4.55	3.85
Capture of Jingzhou	U	R	8.00	6.25▲	4.75
Champion's Victory	U	U	1.00	1.00	1.00
Coercion	B	U	1.00	1.00	0.90
Control of the Court	R	U	1.00	1.00	0.80
Corrupt Court Official	B	U	1.00	1.00	0.90
Corrupt Eunuchs	R	U	1.00	1.00	0.90
Council of Advisors	U	U	1.25	1.00	1.00
Counterintelligence	U	U	1.00	1.00	0.90
Cunning Advisor	B	U	1.00	1.00	0.90
Deception	B	C	0.50	0.40▲	0.25
Desert Sandstorm	R	C	0.50	0.40▲	0.25
Desperate Charge	B	U	1.00	1.00	0.75
Diaochan, Artful Beauty	R	R	5.00	5.00▲	4.80
Dong Zhou, the Tyrant	R	R	5.00	5.00▲	4.80
Eightfold Maze	W	R	5.00	4.00	3.25
Empty City Ruse	W	U	1.00	1.00	0.90
Eunuchs' Intrigues	R	U	1.00	1.00	0.80
Exhaustion	U	R	3.90	3.20▼	1.50
Extinguish	U	C	0.50	0.40▲	0.25
False Defeat	W	C	0.50	0.40▲	0.25
False Mourning	G	U	1.00	1.00	1.00
Famine	B	U	1.00	1.00	1.00
Fire Ambush	R	C	0.50	0.50▲	0.30
Fire Bowman	R	U	1.00	1.00	0.90
Flanking Troops	W	U	1.25	1.00	0.85
Forced Retreat	U	C	0.50	0.40▲	0.25
Forest (3 Versions)	L	C	0.50	0.50	0.35
Forest Bear	G	C	0.50	0.50▲	0.30
Ghostly Visit	B	C	0.50	0.40▲	0.25
Guan Yu, Sainted Warrior	W	R	5.75	4.90▲	4.75
Guan Yu's 1,000-Li March	W	R	5.50	5.00▲	3.85
Heavy Fog	G	U	2.00	1.00	1.00
Hua Tuo, Honored Physician	G	R	7.00	4.90▲	4.60
Huang Zhong, Shu General	W	R	5.00	5.00▲	4.65
Hunting Cheetah	G	U	1.50	1.00	0.90
Imperial Edict	B	C	0.50	0.40▲	0.25
Imperial Recruiter	R	U	1.00	1.00	0.80
Imperial Seal	B	R	6.75	5.00▲	3.40
Independent Troops	R	C	0.50	0.40▲	0.25
Island (3 Versions)	L	C	0.50	0.50▲	0.30
Kongming, "Sleeping Dragon"	W	R	10.25	6.25▲	4.60
Kongming's Contraptions	W	R	5.00	3.50	3.35
Lady Sun	U	R	9.00	5.00▲	4.65
Lady Zhurong, Warrior Queen	G	R	5.00	4.90▲	4.75
Liu Bei, Lord of Shu	W	R	5.00	4.90▲	4.75
Lone Wolf	G	U	1.00	1.00	0.90
Loyal Retainers	W	U	1.25	1.00	0.90
Lu Bu, Master-at-Arms	R	R	5.50	4.80▲	4.25
Lu Meng, Wu General	U	R	5.00	4.80	4.00
Lu Su, Wu Advisor	U	R	5.00	4.90▲	4.75
Lu Xun, Scholar General	U	R	5.50	5.00▲	4.80
Ma Chao, Western Warrior	R	R	5.50	4.80▲	4.25
Marshaling the Troops	G	R	5.00	4.00	3.25
Meng Huo, Barbarian King	G	R	5.75	4.80	2.70
Meng Huo's Horde	G	C	0.50	0.40▲	0.25
Misfortune's Gain	W	C	0.50	0.40▲	0.25
Mountain (3 Versions)	L	C	0.50	0.40▲	0.25
Mountain Bandit	R	C	0.50	0.40▲	0.25
Mystic Denial	U	U	1.00	1.00	0.85
Overwhelming Forces	B	R	5.75	3.10▼	3.00
Pang Tong, "Young Phoenix"	W	R	5.00	4.80	3.90
Peach Garden Oath	W	U	2.50	1.00	0.90
Plains (3 Versions)	L	C	0.50	0.50	0.35
Poison Arrow	B	U	1.00	1.00	0.90
Preemptive Strike	U	C	0.50	0.40▲	0.25
Rally the Troops	W	U	1.35	1.00	1.00
Ravages of War	W	R	9.00	5.00▲	3.40
Ravaging Horde	R	U	1.00	1.00	1.00
Red Cliffs Armada	U	U	1.00	1.00	0.90
Relentless Assault	R	R	5.50	5.00▲	3.85
Renegade Troops	R	U	1.00	1.00	1.00
Return to Battle	B	C	0.50	0.50▲	0.30
Riding Red Hare	W	C	0.50	0.40▲	0.25
Riding the Dilu Horse	G	R	5.00	4.00	3.60
Rockslide Ambush	R	U	1.00	1.00	0.90
Rolling Earthquake	R	R	5.50	5.00▲	3.85
Sage's Knowledge	U	C	0.50	0.40▲	0.25
Shu Cavalry	W	C	0.50	0.40▲	0.25
Shu Defender	W	C	0.50	0.40▲	0.25
Shu Elite Companions	W	U	1.35	1.00	1.00
Shu Elite Infantry	W	C	0.50	0.50▲	0.30
Shu Farmer	W	C	0.50	0.40▲	0.25
Shu Foot Soldiers	W	C	0.50	0.40▲	0.25
Shu General	W	U	1.00	1.00	0.80
Shu Grain Caravan	W	C	0.50	0.40▲	0.25
Shu Soldier-Farmers	W	U	1.75	1.00	0.90
Sima Yi, Wei Field Marshal	B	R	4.90	4.00	2.90
Slashing Tiger	G	R	5.00	4.50▲	3.40
Southern Elephant	G	C	0.50	0.40▲	0.25
Spoils of Victory	G	U	1.25	1.00	0.95
Spring of Eternal Peace	G	C	0.50	0.40▲	0.25
Stalking Tiger	G	C	0.50	0.40▲	0.25
Stolen Grain	B	U	1.75	1.00	0.90
Stone Catapult	B	R	5.00	4.50▲	3.40
Stone Rain	R	C	0.50	0.40▲	0.25
Strategic Planning	U	U	1.00	1.00	0.70
Straw Soldiers	U	C	0.50	0.40▲	0.25
Sun Ce, Young Conqueror	U	R	5.00	4.80▲	4.25
Sun Quan, Lord of Wu	U	R	5.75	4.90▲	4.60
Swamp (3 Versions)	L	C	0.50	0.40▲	0.25
Taoist Hermit	G	U	1.00	1.00	0.85
Taoist Mystic	G	R	5.00	4.00	3.60
Taunting Challenge	G	R	5.00	4.00	3.60
Three Visits	G	C	0.50	0.40▲	0.25
Trained Cheetah	G	U	1.25	1.00	0.90
Trained Jackal	G	C	0.50	0.40▲	0.25
Trip Wire	G	U	1.25	1.00	1.00
Vengeance	W	U	1.25	1.00	0.90
Virtuous Charge	W	C	0.50	0.40▲	0.25
Volunteer Militia	W	C	0.50	0.40▲	0.25
Warrior's Oath	R	R	5.50	4.00	3.60
Warrior's Stand	W	U	1.00	1.00	0.85
Wei Ambush Force	B	C	0.50	0.40▲	0.25
Wei Assassins	B	U	1.25	1.00	0.90
Wei Elite Companions	B	U	1.00	1.00	0.70
Wei Infantry	B	C	0.50	0.40▲	0.25
Wei Night Raiders	B	U	1.00	1.00	0.80
Wei Scout	B	C	0.50	0.40▲	0.25
Wei Strike Force	B	C	0.50	0.40▲	0.25
Wielding the Green Dragon	G	C	0.50	0.50▲	0.30
Wolf Pack	G	R	5.00	4.50▲	3.40
Wu Admiral	U	U	2.00	1.00	0.90
Wu Elite Cavalry	U	C	0.50	0.40▲	0.25
Wu Infantry	U	C	0.50	0.40▲	0.25
Wu Light Cavalry	U	C	0.50	0.35	0.25
Wu Longbowman	U	U	1.00	1.00	0.75
Wu Scout	U	C	0.50	0.40▲	0.25
Wu Spy	U	U	1.00	1.00	0.90
Wu Warship	U	C	0.50	0.40▲	0.25
Xiahou Dun, the One-Eyed	B	R	5.75	4.90▲	4.75
Xun Yu, Wei Advisor	B	R	5.25	4.65	3.20
Yellow Scarves Cavalry	R	C	0.50	0.40▲	0.25
Yellow Scarves General	R	R	5.00	4.50▲	3.80
Yellow Scarves Troops	R	C	0.50	0.40▲	0.25
Young Wei Recruit	B	C	0.50	0.40▲	0.25
Yuan Shao, the Indecisive	R	R	5.00	4.80▲	4.15
Yuan Shao's Infantry	R	U	1.00	1.00	0.80
Zhang Fei, Fierce Warrior	W	R	5.50	4.80▲	4.15
Zhang He, Wei General	B	R	5.00	4.80	3.90
Zhang Liao, Hero of Hefei	B	R	5.00	4.90▲	4.60
Zhao Zilong, Tiger General	W	R	5.00	4.90▲	4.60
Zhou Yu, Chief Commander	U	R	6.25	5.00▲	4.80
Zhuge Jin, Wu Strategist	U	R	6.75	5.00▲	4.65
Zodiac Dog	R	C	0.50	0.50	0.30
Zodiac Dragon	R	R	135.00	76.00▲	50.00
Zodiac Goat	R	C	0.65	0.50	0.30
Zodiac Horse	G	U	1.00	1.00	0.90
Zodiac Monkey	G	C	0.90	0.40	0.25
Zodiac Ox	G	U	1.00	1.00	1.00
Zodiac Pig	B	U	1.00	1.00	1.00
Zodiac Rabbit	G	C	0.65	0.50	0.30
Zodiac Rat	B	C	0.90	0.40	0.25
Zodiac Rooster	G	C	0.90	0.40	0.25
Zodiac Snake	B	C	0.65	0.50	0.30
Zodiac Tiger	G	U	1.50	1.00	0.90
Zuo Ci, the Mocking Sage	G	R	5.50	4.80▲	4.25
Total			533.60	409.20	329.20

Magic The Gathering — Promo Sets and Cards

1997 World Championship Deck	31.00	30.00	18.50
1998 World Championship Deck	12.75	11.75▲	10.00
1999 World Championship Deck	11.00	10.00	10.00
2000 World Championship Deck	20.00	12.50	10.00
2001 World Championship Deck	18.75	12.50	10.00
2002 World Championship Deck	12.50	10.00	10.00
Anthologies (sealed)	35.00	35.00	27.00
Battle Royale Boxed Set (sealed)	48.00	39.00▲	35.00
Beatdown Boxed Set (sealed)	65.00	38.00▼	37.00
Beatdown: Erhnam Djinn Deck	20.00	15.00	15.00
Beatdown: Sengir Vampire Deck	20.00	15.00	15.00
Collector's Set (American, open)	595.00	500.00▲	460.00
Collector's Set (American, sealed)	700.00	650.00▲	570.00
Collector's Set (International, open)	650.00	300.00	300.00
Collector's Set (International, sealed)	715.00	650.00▲	550.00
Deckmasters Finkel Deck	15.50	15.00	15.00
Deckmasters Garfield Deck	15.50	15.00	15.00
Deckmasters: Garfield/Finkel (sealed tin)	35.00	30.00	29.00
Fourth Edition Gift Set (sealed)	33.00	30.00	29.00
Multiverse Gift Set (sealed)	57.00	50.00	50.00
NY Pro-Tour Set (open)	150.00	125.00▼	90.00
NY Pro-Tour Set (sealed)	190.00	175.00	150.00
Portal Gift Set (sealed)	30.00	30.00	30.00
Portal Second Age Gift Set (sealed)	33.00	30.00	30.00
Revised Gift Set (sealed)	105.00	105.00▲	100.00
Rivals Starter Set (sealed)	32.00	26.00	25.00
Starter 2000 (sealed)	15.00	12.00	10.00

VANGUARD CARDS	UPR	MED	LOW
Vanguard Gift Set (sealed)	59.00	35.00▼	29.00
Vanguard Set 1 (eight cards)	38.00	25.00	20.00
Vanguard Set 2 (eight cards)	46.00	30.00▼	23.00
Vanguard Set 3 (eight cards)	50.00	40.00	30.00
Vanguard Set 4 (eight cards)	61.00	40.00	28.00

CARD NAME	SET	UPR	MED	LOW
Ashnod	4	5.50	3.00	2.65
Barrin	2	5.00	3.25▲	3.00
Crovax	2	5.00	3.00	3.00
Eladamri	3	4.65	3.00	2.50
Ertai	1	5.00	3.30▼	3.00
Gerrard	1	4.00	3.00	3.00
Gix	4	6.50	5.50▲	4.00
Greven Il-Vec	2	5.00	3.00	3.00
Hanna	2	5.50	3.50▲	3.00
Karn	1	4.00	3.00	2.50
Lyna	3	4.50	3.00	2.25
Maraxus	1	5.00	3.00▼	2.75
Mirri	1	8.00	3.00	3.00
Mishra	4	5.50	3.30▲	3.00
Multani	3	5.75	4.00	2.75
Oracle	3	4.50	3.00	2.25
Orim	2	5.00	3.00	3.00
Rofellos	3	4.00	3.00	2.15
Selenia	2	5.00	4.65▼	3.00
Serra	4	7.00	6.00▲	4.50
Sidar Kondo	3	4.65	3.00	2.50
Silver Queen, Brood Mother	3	11.75	10.00▲	6.00
Sisay	1	5.00	4.00▲	3.00
Squee	1	4.95	3.50	2.75
Starke	2	5.00	3.00	3.00
Tahngarth	1	4.20	3.00	3.00
Takara	3	4.50	3.00▼	2.50
Tawnos	4	4.50	3.00	2.05
Titania	4	5.50	4.50▲	3.00
Urza	4	6.00	5.50▲	3.50
Volrath	2	5.00	3.00	3.00
Xantcha	4	6.00	4.50▲	3.00

6"x9" CARDS	SRC	UPR	MED	LOW
Abeyance	Arena	10.25	9.00	5.75
Adarkar Wastes	Arena	5.50	5.00	5.00
All Hallow's Eve	Arena	12.50	10.00	6.50
Aswan Jaguar	Mprose	8.00	5.25	5.00
Autumn Willow	Arena	6.00	5.00	4.75
Balance	Arena	12.50	8.00	6.25
Balduvian Horde	Arena	7.75	6.50	5.00
Baron Sengir	Arena	11.50	8.25	5.25
Black Knight	Arena	10.50	9.00	6.00
Black Lotus	Scrye	15.00	10.75▼	7.00
Blacker Lotus	Arena	6.75	6.00	5.00
Blinking Spirit	Arena	9.00	8.00	5.50
Brushland	Arena	5.50	5.00	5.00
Cadaverous Bloom	Arena	11.25	9.00	4.90
Chaos Orb	Inquest	11.00	8.00	6.00
City of Brass (3rd place)	Arena	13.75	8.00▼	5.75
City of Brass (4th place)	Arena	15.00	8.00▼	5.50
Crimson Hellkite	Arena	6.75	6.00	5.00
Cursed Scroll	Arena	15.00	12.75	10.00
Dark Banishing	Arena	12.00	8.50	6.00
Deflection (3rd place)	Arena	8.50	7.00	5.50
Deflection (4th place)	Arena	8.50	6.75	5.50
Disenchant	Arena	9.75	8.25	5.75
Dissipate (3rd place)	Arena	9.00	5.75	5.00
Dissipate (4th place)	Arena	8.00	5.25	5.00
Drain Life	Arena	11.00	9.00	6.75
Earthquake	Arena	10.25	8.00	6.50
Enduring Renewal (3rd place)	Arena	11.00	10.00	7.50
Enduring Renewal (4th place)	Arena	11.00	10.00	6.50
Erhnam Djinn (3rd place)	Arena	11.00	8.00	5.75
Erhnam Djinn (4th place)	Arena	11.00	8.50	5.50
Fallen Angel (3rd place)	Arena	12.50	10.00	5.50
Fallen Angel (4th place)	Arena	12.50	10.00	5.50
Fireball	Arena	9.00	5.75	5.00

Price Guide Contributors

California
- Burbank — The Game Fixx — (818) 846-3590 — www.thegamefixx.com
- Vista — Pair A Dice Games — (760) 940-0139 — www.pairadicegames.com

Georgia
- Carrollton — Quest Comic Shops — (770) 832-0172 — greggowens@hotmail.com

Kentucky
- Leitchfield — The Gamestation — (866) 600-3684 toll-free — www.dozensofgames.com

Maryland
- Baltimore — Walt's Cards — (410) 288-7044
- Glen Burnie — Games & Comics & Stuff — (410) 863-7418 — owners@gamescomicsstuff.com
- Severna Park — Be Beep A Toy Store — (410) 544-1844 — sjcole3@msn.com

Michigan
- Battle Creek — Titan Games Inc — (269) 963-3773 — www.titangames.com
- Midland — Collector's Corner — (989) 839-2060

New York
- Mastic — Golden Memories — (631) 281-0554

Oregon
- Salem — Wild Things Games — (503) 375-9867

Texas
- Houston — Midnight Comics & Games — (281) 293-0226

Virginia
- Mechanicsville — TAG, Ltd. — (804) 427-5696 — tag_online@mindspring.com

Washington
- Seattle — Card Kingdom — (206) 523-2273 — www.cardkingdom.com
- Tacoma — Proctor Sports Cards — (253) 472-2585 — gzeiger@hotmail.com

Ontario, Canada
- Orleans — Entertainment Ink! — (613) 841-5531 — entertainmentink@bellnet.ca

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SCRYE

It's available now from your local game retailer or from us at (800) 258-0929 (www.krausebooks.com)!

Force of Nature	Arena	10.50	9.00	5.50
Forest	Arena	5.25	3.00	3.00
Greater Realm of Preservation	Arena	8.75	6.50	5.50
Guardian Beast (3rd place)	Arena	9.50	7.75	5.50
Guardian Beast (4th place)	Arena	8.50	7.00	5.50
Hurloon Minotaur	WotC	6.00	5.25	5.00
Hurricane	Arena	9.50	8.50	5.50
Hydroblast (3rd place)	Arena	9.50	7.25	5.50
Hydroblast (4th place)	Arena	9.50	7.25	5.50
Icy Manipulator	Arena	9.50	8.50	7.00
Incinerate	Arena	8.25	6.00	5.50
Incoming!	GenCon	9.50	6.00	6.00
Infernal Contract	Arena	11.25	5.75	5.00
Infernal Spawn of Evil	Arena	8.25	5.75	5.00
Island	Arena	5.25	3.00	3.00
Ivory Tower	Arena	13.50	8.00	5.25
Jester's Cap	Duelist	8.00	6.00	6.00
Jokulhaups	Arena	8.75	7.00	5.25
Juzám Djinn	Duelist	8.00	7.75▼	5.75
Karplusan Forest	Arena	5.50	5.00	5.00
Lhurgoyf	Arena	7.00	5.25	4.75
Library of Alexandria	Arena	23.00	10.00	7.50
Meditate (3rd place)	Arena	9.50	8.25	6.00
Meditate (4th place)	Arena	9.50	7.50	6.00
Mirror Mirror	Arena	12.50	9.75	6.00
Mirror Universe	Arena	12.50	10.00	7.50
Mountain	Arena	5.25	3.00	3.00
Natural Balance (3rd place)	Arena	11.00	10.00	6.50
Natural Balance (4th place)	Arena	10.00	10.00	6.50
Necropotence	Arena	16.00	10.00	6.50
Nether Shadow (3rd place)	Arena	7.00	5.75	5.00
Nether Shadow (4th place)	Arena	8.00	5.25	5.00
Order of the White Shield	Arena	5.75	5.00	5.00
Personal Incarnation	Arena	9.50	7.25	5.50
Plains	Arena	5.25	3.00	3.00
Pox	Arena	9.50	6.75	5.25
Prosperity	Arena	10.00	10.00	7.00
Pyroblast (3rd place)	Arena	10.00	5.25	5.00
Pyroblast (4th place)	Arena	9.00	5.25	5.00
Pyroclasm (3rd place)	Arena	7.25	5.00	5.00
Pyroclasm (4th place)	Arena	5.75	5.00	5.00
Recall	Arena	10.50	5.75	5.00
Serra Angel (Guay art)	Comic	92.00	68.00	25.00
Serra Angel (Shuler art)	WotC	25.00	15.00	6.50
Shatterstorm	Arena	9.50	7.25	5.50
Shivan Dragon	Duelist	7.00	6.00	5.50
Sibilant Spirit	Arena	6.50	5.25	5.00
Sol'kanar the Swamp King	Arena	8.00	6.00	5.50
Squandered Resources	Arena	13.25	10.75	7.50
Squirrel Farm (3rd place)	Arena	9.00	6.75	5.50
Squirrel Farm (4th place)	Arena	9.00	6.75	5.50
Stormbind	Arena	8.00	5.75	5.25
Swamp	Arena	5.25	3.00	3.00
Swords to Plowshares (3rd)	Arena	12.00	10.00	5.50
Swords to Plowshares (4th)	Arena	12.00	9.75▼	5.50
Thorn Elemental	Starter	8.00	5.75	5.00
Vampiric Tutor	Arena	17.50	9.50	7.00
Vesuvan Doppelganger	Arena	16.00	11.00	6.50
Wheel of Fortune	Arena	13.50	9.00	6.75
Zuran Orb	Arena	9.75	8.25	5.75

8TH ED. BOX TOPPERS (4x6")		UPR	MED	LOW
Ambition's Cost		5.75	4.50	2.50
Avatar of Hope		6.50	4.50▼	2.75
Blinding Angel		10.00	9.00	3.50
Curiousity		5.75	4.00	2.25
Diabolic Tutor		9.00	5.50	2.75
Enrage		5.75	4.00	2.25
Furnace of Rath		5.75	5.00	2.75
Guerilla Tactics		8.75	4.00	2.25
Intruder Alarm		5.75	5.00	2.75
Llanowar Behemoth		8.75	4.00	2.25
Lord of the Undead		5.75	5.00	2.75
Lord of the Undead	con	10.00	8.00▲	5.00
Merchant of Secrets		5.75	4.00	2.25
Merchant Scroll		6.00	5.50	2.75
Mind Bend		5.00	5.00	2.75
Mind Sludge		5.75	4.50	2.50
Naturalize		6.00	5.00	2.50
Nekrataal		7.25	4.50	2.50
Obliterate		8.75	5.00	2.75
Obliterate	Worlds	10.00	10.00▲	8.00
Orcish Sply		5.00	4.00	2.25
Phyrexian Arena		9.00	5.50	2.75
Phyrexian Plaguelord		5.00	5.00	2.00
Phyrexian Plaguelord	con	10.00	8.50	5.75
Plow Under		5.75	5.00	2.75
Primeval Force		7.25	5.00	2.75
Rewind		8.75	4.00	2.25
Rukh Egg		9.00	5.50	2.75
Sage of Lat-Nam		8.75	4.50	2.50
Savannah Lions		9.25	6.50	3.00
Savannah Lions	con	10.00	10.00▲	8.00
Skull of Orm		5.75	5.00	2.75
Suntail Hawk		5.75	4.00	2.25
Two-Headed Dragon		8.00	5.00	2.00
Two-Headed Dragon	E3	10.00	6.00▼	5.00
Underworld Dreams		9.75	7.00	2.75
Vampiric Spirit		7.50	5.50▼	2.75
Vexing Arcanix		5.75	4.50	2.50

INDIVIDUAL CARDS	RAR	LOGO	UPR	MED	LOW
Albino Troll	F	DCI	8.00	6.75▼	6.00
APAC basic land card		APAC	6.75	5.75▲	4.00
Arc Lightning	F	DCI	10.75	6.50▼	5.25
Archangel (Japanese)		6th	34.00	23.00▼	20.00
Arena		pen	7.25	4.25▼	4.00
Ascendant Evincar (Japanese)		Nem	16.25	15.00	13.75
Aura of Silence	F	DCI	8.00	8.00	6.50
Avatar of Hope	F	Pre	10.00	8.50▼	6.00
Balduvian Horde ("Japan 1999")	F	6th	12.50	10.00	8.00
Ball Lightning	F	DCI	39.00	33.00▼	25.00
Ball Lightning (alt. art)		Beatdown	9.75	7.25	6.00
Beast of Burden	F	Pre	7.00	5.50▼	5.00
Beast of Burden (no set)	F	Pre	11.75	9.25▼	7.75
Black Knight	F	DCI	9.75	9.00	8.25
Blue Elemental Blast (©1994)			10.00	9.25	8.25
Bonesplitter	F	DCI	8.00	8.00▼	7.00
Bottle Gnomes	F	DCI	10.00	7.75	6.00
Capsize	F	DCI	9.00	8.00▼	7.75
Carnophage	F	DCI	9.00	9.00	7.25
Chill	F	6th	8.00	7.75▼	5.25
City of Brass	F	DCI	35.00	26.00▲	22.00
Clockwork Beast (alt. art)		Bdown	4.90	1.25	0.65
Counterspell	F	DCI	45.00	35.00▼	30.00
Counterspell		CircM	25.00	20.00	15.00
Creeping Mold	F	Arena	10.00	7.50▼	7.00
Crusade	F	DCI	15.00	14.50	9.75
Crystalline Sliver	F	DCI	28.00	15.00▼	15.00
Dauthi Slayer	F	DCI	10.50	9.25	8.25
Diabolic Edict	F	Arena	11.25	10.00▲	9.25
Dirtcowl Wurm		Pre	10.00	8.00▼	6.00
Disenchant	F	DCI	20.00	18.00▲	10.00
Disenchant		CircM	15.00	11.00▼	8.50
Dismiss	F	Arena	8.00	8.00	7.50
Dissipate	F	DCI	8.75	7.00▼	6.00
Drain Life	F	DCI	9.00	8.00	6.25
Duress	F	UrSg	12.00	11.50▼	9.50
Elvish Aberration	F	DCI	8.00	7.00	6.50
Elvish Lyrist	F	DCI	8.00	7.50▼	5.25
Empyrial Armor	F	Arena	12.50	10.00▼	8.00
Enlightened Tutor	F	6th	10.00	10.00	8.25
Erhnam Djinn (alt. art)	F	Bdown	8.50	7.00▲	5.75
Ertai, the Corrupted (alt. art)	F	Pshift	35.00	30.00▼	18.00
Euro basic land card		Europe	8.00	6.50▲	5.75
False Prophet	F	Pre	7.25	5.00	4.00
Feral Throwback	F	Pre	9.25	8.50	6.50
Fireball		CircM	9.00	6.00	6.00
Fireball (©1994)			10.00	10.00	8.00
Fireblast	F	DCI	10.00	9.00▼	7.75
Fireslinger	F	DCI	7.50	6.00	6.00
Fling	F	Arena	8.00	7.00▼	6.00
Forbid	F	DCI	9.75	8.00	7.25
Forest		CircM	6.50	4.00	3.00
Forest	F	UrSg	6.50	5.00	3.75
Forest		DCI	7.00	3.50	3.00
Forest (4th Ed.)	F	Arena	6.50	3.00	3.00
Forest (Ice Age)	F	Arena	5.00	3.00	3.00
Fungal Shambler	F	Pre	8.00	7.00▼	5.00
Gaea's Blessing	F	Arena	11.50	10.00	8.25
Gaea's Cradle	F	UrSg	45.00	40.00▲	38.00
Giant Badger		pen	6.00	6.00	5.00
Giant Growth	F	DCI	9.50	7.50▼	7.00
Glory	F	Pre	8.75	7.75▼	5.50
Goblin Bombardment	F	DCI	8.00	7.75	6.50
Guru basic land card		Guru	32.00	25.00	22.00
Hammer of Bogardan	F	DCI	45.00	40.00▲	27.00
Icy Manipulator	F	D	7.75	6.50▼	5.25
Impulse	F	DCI	8.00	7.50▼	7.00
Incinerate	F	D	11.00	10.00▲	6.00
Incinerate		CirM	8.00	7.00▼	6.00
Intuition	F	DCI	52.00	48.00▼	41.00
Island		CircM	5.75	4.00	3.00
Island	F	UrSg	7.00	6.00	3.50
Island		DCI	4.75	3.50	3.00
Island (4th Ed.)	F	Arena	8.00	5.50▼	3.95
Island (Ice Age)	F	Arena	7.00	7.00	3.00
Jackal Pup	F	DCI	9.75	8.00▼	8.00
Jamuraan Lion (Jamuraalöwe - German)		Vis	7.75	7.25	6.75
Karn, Silver Golem	F	UrSg	14.25	10.50	10.00
Laquatus's Champion	F	Pre	12.00	7.75▼	5.00
Laquatus's Champion (no date)	F	Pre	20.00	15.25	8.00
Lhurgoyf	F	D	8.00	7.50	4.70
Lightning Bolt	F		40.00	35.00▼	31.00
Lightning Dragon	F	Pre	26.00	20.00	12.50
Lightning Hounds		Ffeather	5.00	4.25	2.00
Living Death	F	DCI	50.00	40.00▼	30.00
Llanowar Elves	F	DCI	12.00	11.50▼	10.00
Longbow Archer	F	6th	9.75	8.50▼	6.50
Lord of Atlantis	F	DCI	10.25	10.00	7.00
Lu Bu, Master at Arms		Pre	14.50	11.50	9.50
Mana Crypt		pen	15.00	11.25▲	9.00
Mana Leak	F	DCI	13.25	9.25	8.00
Man-O'-War	F	Arena	9.75	8.00	6.50
Memory Lapse	F	6th	24.00	17.50▼	8.75
Mind Warp	F	6th	7.75	6.50▼	5.25
Mogg Fanatic	F	DCI	10.00	8.75▼	8.00
Monstrous Hound	F	Pre	7.50	5.50▼	3.50
Mountain		CircM	5.75	4.00	3.00
Mountain	F	UrSg	6.00	3.00	3.00
Mountain		DCI	7.00	3.50	3.00
Mountain (Ice Age)	F	Arena	7.00	4.50▼	3.15
Muscle Sliver	F	DCI	9.75	8.00	7.50
Nalathni Dragon (DragonCon)			5.00	5.00	3.00
Nalathni Dragon (Japanese)		Redem	13.00	10.00	10.00
Necropotence	F	D	9.00	8.00	7.25
Oath of Druids	F	DCI	44.00	37.00	30.00
Ophidian	F	DCI	9.00	7.50	7.00
Overtaker	F	Pre	8.00	3.50▼	3.00
Parallax Dementia (Japanese)		Nem	10.25	8.25	7.50
Phyrexian Rager		CardZ	9.25	8.00	5.00
Pillage	F	6th	8.00	7.50	7.00
Plains		CircM	5.00	4.00	3.00
Plains	F	UrSg	6.00	4.00	3.15
Plains		DCI	7.00	3.50	3.00
Plains (Ice Age)	F	Arena	7.00	4.00▼	3.50
Pouncing Jaguar	F	UrSg	8.00	7.50	6.75
Priest of Titania	F	DCI	12.50	8.00	8.00
Prodigal Sorcerer	F	DCI	10.00	8.50▼	8.00
Questing Phelddagrif	F	Pre	8.00	6.00	6.00
Quirion Ranger	F	DCI	8.00	8.00	6.50
Raging Kavu (Kavu Furens - Latin)	F	Pre	8.00	5.00▼	5.00
Rathi Assassin	F	Pre	4.95	4.00	4.00
Revenant		Pre	8.00	7.75	6.00
Rewind	F	UrSg	10.00	8.00	8.00
Rhox (alt. art)	F	Nem	8.00	5.75▼	4.40
River Boa	F	6th	10.00	9.50	8.00
Rukh Egg	F	10th	13.50	10.00▼	9.00
Scent of Cinder (alt. Art)		UrD	8.00	8.00	8.00
Scragnoth	F	DCI	8.00	8.00	6.50
Sengir Vampire (alt. art)	F	Bdown	10.00	6.00	4.75
Serra Angel (Shuler art)	F		89.00	75.00▼	61.00
Serra Avatar	F	UrSg	36.00	30.00	26.00
Sewers of Estark		pen	4.75	2.75▲	2.00
Shivan Dragon (Japanese)		7th	15.00	14.50	11.00
Shock	F	6th	8.25	8.00	7.50
Silent Specter	F	Pre	6.25	5.50▼	4.75
Silver Drake		CardZ	7.50	6.75	4.40
Skirk Marauder	F	DCI	8.00	7.75▼	5.75
Skittering Skirge	F	UrSg	8.75	7.50	7.25
Skyship Weatherlight (alt. art)	F	Pshift	22.00	17.50	15.00
Smother	F	DCI	9.50	8.00▼	7.25
Soltari Priest	F	DCI	11.75	8.25▼	7.75
Soul Collector	F	Pre	9.00	7.50▼	6.00
Sparksmith	F	DCI	8.00	7.00▼	7.00
Spike Feeder	F	DCI	10.00	7.75▼	6.25
Spined Wurm			10.50	5.75	3.90
Staunch Defenders	F	6th	6.00	6.00	4.25
Stone Rain	F	DCI	9.75	8.25▼	7.25
Stone-Tongue Basilisk	F	Pre	5.00	5.00	4.00
Stroke of Genius	F	UrSg	30.00	26.00	24.00
Stupor	F	6th	8.00	7.50	6.25
Swamp		CircM	4.50	4.00	3.00
Swamp	F	UrSg	6.00	4.00	3.25
Swamp		DCI	7.00	3.50	3.00
Swamp (Ice Age)	F	Arena	8.00	6.00	4.15
Sword of Kaldra	F	Pre	10.00	8.50▲	8.00
Swords To Plowshares	F	DCI	14.25	12.00	11.00
Tahngarth, Talruum Hero (alt. art)	F	Pshift	36.00	20.00	14.00
Terror	F	6th	10.00	8.50▼	8.00
Thorn Elemental (Japanese)		UrD	14.25	11.25▼	8.75
Thran Quarry	F	UrSg	15.00	12.00	12.00
Token - Bear			3.00	2.25	2.00
Token - Bear (Onslaught)			3.75	3.00	2.45
Token - Beast			3.25	3.00	2.75
Token - Bird			3.50	3.00	2.00
Token - Demon			7.00	3.65▼	3.05
Token - Dragon			8.50	6.00▼	3.95
Token - Elephant (Nielsen art)		Inv	5.00	4.50	3.00
Token - Elephant (Swekel art)		Ody	7.00	4.50	3.00
Token - Goblin (Legions)			7.00	4.00	3.50
Token - Goblin Soldier			4.00	3.00	3.00
Token - Insect			4.50	2.50▼	2.00
Token - Rukh			6.00	3.00▼	3.00
Token - Saproling			3.25	3.00	2.40
Token - Sliver			7.00	6.00▼	4.50
Token - Soldier			6.00	5.25	4.15
Token - Spirit			4.00	3.00	2.25
Token - Squirrel			7.00	6.00	5.00
Token - Wurm			8.00	6.00	5.00
Token - Zombie			6.00	5.00	3.00
Tradewind Rider	F	DCI	50.00	46.00	40.00
Uktabi Orangutan	F	6th	9.00	8.00▼	7.00
Vampiric Tutor	F	DCI	46.00	45.00▲	39.00
Voidmage Prodigy (alt. art)	F	DCI	14.50	10.00▼	9.00
Volcanic Geyser	F	6th	8.00	7.75▼	6.25
Volcanic Hammer	F	JSS	14.25	11.00▲	10.00
Wall of Blossoms	F	DCI	10.00	9.25	8.00
Warmonger		Ffeather	4.25	3.90	2.75
Wasteland	F	DCI	13.75	12.25▼	10.50
Whipcorder	F	DCI	7.00	7.00	6.00
White Knight	F	DCI	10.00	10.00	9.50
Windseeker Centaur		pen	5.00	4.00	4.00

TOP OF THE CHARTS

Top-selling Collectible Games

1) Magic: The Gathering
2) Yu-Gi-Oh!
3) Marvel HeroClix
4) DC HeroClix
5) MechWarrior
6) Lord of the Rings CCG
7) Indy HeroClix
8) Dungeons & Dragons Miniatures
9) Pokémon
10) Mage Knight

Top-selling *Magic* cards

1) Birds of Paradise
2) Chrome Mox
3) Wrath of God
4) Dual Lands
5) Eternal Dragon
6) Oblivion Stone
7) Royal Assassin
8) Exalted Angel
9) Platinum Angel
10) Underworld Dreams

Top-selling *Yu-Gi-Oh!* cards

1) Jinzo
2) Exodia the Forbidden One
3) Dark Magician Girl
4) Mirror Force
5) XYZ-Dragon Cannon
6) Raigeki
7) Yamata Dragon
8) Gemini Elf
9) Ring of Destruction
Tyrant Dragon (tie)

All prices are for 1st Edition except where noted. Unlimited singles sell for 85% to 100% of 1st Edition prices. J/K/P/Y=Joey/Kaiba/Pegasus/Yugi deck; SP=Short-Print Common; SSP=Super Short-Print Common; SR=Super Rare; UR=Ultra Rare; SCR=Secret Rare

STARTER DECKS (100 cards)

Kaiba & Yugi Starter Box		250.00	155.00	125.00
Joey & Pegasus Starter Box		120.00	100.00	92.00
Kaiba Starter Deck		34.00	30.00	25.00
Yugi Starter Deck		30.00	27.00	25.00
Joey Starter Deck		14.00	12.50	10.75
Pegasus Starter Deck		15.25	13.75	11.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
7 Colored Fish	J	0.75	0.50	0.45
Ancient Elf	Y	0.50	0.50	0.30
Ancient Telescope	K	0.50	0.50	0.25
Ansatsu	Y	0.50	0.40	0.25
Aqua Madoor	P	0.65	0.50	0.25
Armed Ninja	P	0.65	0.50	0.25
Armored Lizard	J	0.50	0.45▲	0.25
Baby Dragon	J	1.90	0.50▼	0.45
Baron of the Fiend Sword	Y	0.50	0.50	0.30
Battle Ox	K	0.75	0.50▼	0.40
Beaver Warrior	Y	0.50	0.40	0.25
Big Eye	J	0.50	0.45▲	0.25
Black Illusion Ritual	P	1.25	0.75	0.50
Black Pendant	P	2.00	1.00	0.50
Block Attack	J	0.50	0.50	0.25
Blue-Eyes Toon Dragon	P	5.00	4.00	2.00
Blue-Eyes White Dragon	UR/K	16.50	14.00▲	9.50
Book of Secret Arts	Y	0.50	0.40▼	0.25
Card Destruction	SR/Y	5.50	5.00	3.05
Castle Walls	J/K/P/Y	0.50	0.50	0.25
Celtic Guardian	Y	0.50	0.50	0.30
Change of Heart	J/P/Y	1.40	0.75▼	0.50
Claw Reacher	Y	0.50	0.40▲	0.25
Curse of Dragon	Y	1.25	0.50▼	0.30
D. Human	K	0.50	0.25	0.25
Dark Assassin	K	0.50	0.50▲	0.25
Dark Energy	K	0.50	0.50	0.25
Dark Hole	J/K/P/Y	1.50	0.75▼	0.50
Dark Magician	UR/Y	9.75	8.25	5.75
Dark Titan of Terror	K	0.50	0.25	0.25
Darkfire Soldier #1	J	0.50	0.50	0.25
De-Spell	J/K/P/Y	0.75	0.50▼	0.40
Destroyer Golem	K	0.50	0.35	0.25
Dian Keto the Cure Master	J/P/Y	0.50	0.50	0.30
Doma The Angel of Silence	Y	0.50	0.50	0.30
Dragon Capture Jar	Y	0.50	0.50	0.30
Dragon Treasure	J	1.15	0.50▼	0.45
Dragon Zombie	Y	0.50	0.50	0.30
Dream Clown	P	0.80	0.50▼	0.45
Enchanted Javelin	P	0.75	0.50▼	0.45
Eternal Rest	J	0.50	0.50	0.25
Fake Trap	J	0.65	0.50	0.25
Feral Imp	Y	0.50	0.50	0.30
Fissure	J/K/P/Y	1.00	0.50▼	0.40
Flame Manipulator	J	0.50	0.40▲	0.25
Flame Swordsman	J	3.25	0.50▼	0.25
Gaia The Fierce Knight	Y	2.50	0.75▼	0.50
Gearfried the Iron Knight	J	0.95	0.50▼	0.45
Giant Soldier of Stone	P/Y	0.50	0.50	0.30
Giant Trunade	J	0.65	0.50	0.45
Graceful Charity	SR/P	6.00	5.50▼	3.75
Great White	Y	0.50	0.50	0.30
Gryphon Wing	SR/P	4.25	3.10	3.00
Gyakutenno Megami	K	0.50	0.35	0.25
Hane-Hane	K/P	0.50	0.50	0.40
Harpie's Brother	J	0.65	0.50	0.45
Hiro's Shadow Scout	P	0.65	0.50	0.25
Hitotsu-Me Giant	K	0.50	0.25	0.25
Illusionist Faceless Mage	P	0.50	0.45▲	0.25
Invigoration	K	0.50	0.50	0.40
Island Turtle	J	0.65	0.50	0.25
Jigen Bakudan	P	0.65	0.50	0.25
Judge Man	K	0.50	0.50	0.40
Just Desserts	J/K	1.25	0.50▼	0.40
Karate Man	J	0.65	0.50	0.25
Kojikocy	K	0.50	0.35	0.25
Koumori Dragon	K	0.50	0.50	0.40
La Jinn the Mystical Genie of the Lamp	K	1.00	0.50▼	0.40
Last Will	Y	0.50	0.50	0.30
Lord of D.	SR/K	6.00	5.00▼	3.00
Magic Jammer	P	3.90	2.50▼	0.50
Magical Ghost	Y	0.50	0.40▲	0.25
Magician of Faith	J	3.00	0.50▼	0.45
Maha Vailo	J	1.50	0.50▼	0.45
Malevolent Nuzzler	J	0.75	0.50▼	0.45
Mammoth Graveyard	Y	0.50	0.40▲	0.25
Man-Eater Bug	P/Y	2.30	0.75▼	0.50
Man-Eating Treasure Chest	Y	0.50	0.50	0.30
Manga Ryu-Ran	P	0.65	0.50	0.25
Masaki the Legendary Swordsman	J	0.50	0.40▲	0.25
Mask of Darkness	P	0.65	0.50	0.45
Master & Expert	K	0.50	0.25	0.25
Milus Radiant	J	0.65	0.50	0.25
Monster Reborn	J/K/P/Y	2.25	1.00▼	0.50
Mountain	J	0.50	0.50	0.25
Muka Muka	P	0.65	0.50	0.25
Mysterious Puppeteer	K	0.50	0.50	0.30
Mystic Clown	K/Y	0.50	0.35	0.25
Mystic Horseman	K	0.50	0.50	0.30
Mystical Elf	Y	2.50	0.75▼	0.50
Mystical Space Typhoon	P	2.25	1.05▼	0.50
Neo the Magic Swordsman	Y	0.50	0.50	0.30
Ogre of the Black Shadow	K	0.50	0.25	0.25
Ookazi	K	0.75	0.50▼	0.40
Pale Beast	K	0.50	0.35	0.25
Penguin Soldier	SR/J	6.25	5.00▼	3.15
Polymerization	J	5.75	5.00	3.15
Princess of Tsurugi	J	1.25	0.50▼	0.45
Red Archery Girl	P	0.50	0.45▲	0.25
Red-Eyes B. Dragon	UR/J	9.00	8.00	6.25
Reinforcements	J/K/P/Y	0.50	0.50	0.40
Relinquished	UR/P	8.00	8.00	6.25
Remove Trap	J/K/P/Y	0.50	0.50	0.25
Reverse Trap	J/K/Y	0.50	0.50	0.25
Ring of Magnetism	P	0.50	0.50	0.25
Robbin' Goblin	P	0.80	0.50▼	0.45
Rogue Doll	K/P	0.50	0.50	0.40
Rude Kaiser	K	0.50	0.50	0.30
Rush Recklessly	P	0.65	0.50	0.25
Ryu-Kishin	K	0.50	0.50▲	0.25
Ryu-Kishin Powered	K	0.50	0.50	0.40
Ryu-Ran	P	0.50	0.45▲	0.25
Sangan	J	0.65	0.50	0.45
Scapegoat	SR/J	6.00	5.00▲	3.75
Seven Tools of the Bandit	J/P	2.25	1.00	0.50
Shield & Sword	J	1.50	0.50▼	0.45
Silver Fang	Y	0.50	0.50	0.30
Skull Red Bird	K	0.50	0.50	0.25
Sogen	K	0.50	0.50	0.25
Sonic Bird	P	0.50	0.40▲	0.25
Sorcerer of the Doomed	Y	0.50	0.40▲	0.25
Soul Exchange	SR/Y	5.50	2.50▼	2.05
Soul Release	P	0.55	0.50	0.25
Spirit of the Harp	J	0.65	0.50	0.25
Stop Defense	P	0.80	0.50▼	0.45
Summoned Skull	Y	5.50	3.50▲	0.50
Sword of Dark Destruction	Y	0.50	0.50	0.30
Swordsman of Landstar	J	0.50	0.45▲	0.25
Swordstalker	K	0.50	0.50	0.40
Terra the Terrible	K	0.50	0.25	0.25
The Flute of Summoning Dragon	SR/K	5.00	2.55▼	2.00
The Inexperienced Spy	K	0.50	0.50	0.25
The Reliable Guardian	J	0.50	0.45▲	0.25
The Stern Mystic	Y	0.50	0.40	0.25
The Wicked Worm Beast	K	0.50	0.25	0.25
Thousand Dragon	J	3.35	2.00▼	0.70
Time Wizard	J	4.30	3.50▼	1.65
Toon Alligator	P	1.15	0.50▼	0.45
Toon Mermaid	P	1.65	0.90▼	0.50
Toon Summoned Skull	P	3.50	1.75▼	0.50
Toon World	P	4.30	3.00	1.65
Trap Hole	J/K/P/Y	1.00	1.00	0.50
Trap Master	K/Y	0.50	0.25	0.25
Two-Pronged Attack	K/Y	0.50	0.50	0.25
Ultimate Offering	J/K/P/Y	0.50	0.50	0.25
Unknown Warrior of Fiend	K	0.50	0.25	0.25
Uraby	K/P	0.50	0.35	0.25
Waboku	J/P/Y	0.50	0.50	0.30
Wall of Illusion	Y	0.50	0.50	0.30
White Magical Hat	J	0.75	0.50	0.25
Winged Dragon,Guardian of the Fortress #1	Y	0.50	0.50	0.30
Witch of the Black Forest	P	1.65	1.00	0.50
Witty Phantom	Y	0.50	0.40▲	0.25
Yami	Y/P	0.50	0.40▼	0.25

BLUE EYES WHITE DRAGON (126 Cards)

1st Edition BEWD Set		540.00	450.00	290.00
1st Edition BEWD Booster Box		215.00	175.00	135.00
1st Edition BEWD Booster Pack		12.25	12.00	12.00
Unlimited BEWD Set		285.00	190.00▲	160.00
Unlimited BEWD Booster Box		94.00	85.00	64.00
Unlimited BEWD Booster Pack		6.00	4.00	4.00
UNLIMITED SINGLES (% 1st EDITION PRICE)				
Ultra-Rare card (UR)		95%	80%	75%
Super-Rare card (SR)		95%	80%	75%
Rare card		95%	80%	75%
Common card		100%	100%	95%
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aqua Madoor	R	3.80	3.00	2.50
Armaill	C	0.40	0.25	0.25
Armed Ninja	R	3.25	2.00	2.00
Armored Starfish	C	0.40	0.25	0.25
Basic Insect	C	0.40	0.25	0.25
Beast Fangs	SP	2.25	1.60	1.00
Beaver Warrior	C	0.45	0.25	0.25
Blue-Eyes White Dragon	UR	34.00	26.00▼	21.00
Book of Secret Arts	SP	2.00	1.35	1.00
Celtic Guardian	SR	8.50	5.00▼	4.75
Charubin the Fire Knight	R	3.25	3.00	2.00
Curse of Dragon	SR	10.75	8.00	5.00
Dark Energy	SP	2.00	1.60	1.00
Dark Gray	C	0.40	0.25	0.25
Dark Hole	SR	11.25	7.00	5.00
Dark King of the Abyss	C	0.40	0.25	0.25
Dark Magician	UR	26.00	24.00▲	20.00
Darkfire Dragon	R	4.00	3.50	2.50
Darkworld Thorns	C	0.40	0.25	0.25
Dissolverock	C	0.40	0.25	0.25
Dragon Capture Jar	R	3.25	3.00	2.25
Dragon Treasure	SP	3.00	2.25▲	1.80
Dragoness the Wicked Knight	R	3.25	3.00	2.00
Drooling Lizard	C	0.50	0.25	0.25
Electro-Whip	C	0.50	0.25	0.25
Enchanting Mermaid	C	0.40	0.25	0.25
Exodia the Forbidden One	UR	60.00	47.00▼	43.00
Fiend Reflection #2	C	0.40	0.25	0.25
Final Flame	R	3.25	3.00	2.00
Firegrass	C	0.40	0.25	0.25
Fireyarou	C	0.40	0.25	0.25
Fissure	R	3.55	3.00	2.00
Flame Ghost	R	3.25	3.00	2.00
Flame Manipulator	C	0.40	0.25	0.25
Flame Swordsman	SR	18.50	12.75▼	5.25
Flower Wolf	R	3.25	3.00	2.50
Follow Wind	SSP	3.25	2.00▲	1.00
Forest	C	0.50	0.25	0.25
Frenzied Panda	C	0.40	0.25	0.25
Fusionist	R	3.25	3.00	2.00
Gaia the Dragon Champion	SCR	43.00	30.00	29.00
Gaia The Fierce Knight	UR	15.00	13.00▼	8.75
Giant Soldier of Stone	R	3.25	3.00	2.00
Goblin's Secret Remedy	R	3.25	2.00▼	2.00
Gravedigger Ghoul	R	3.25	2.00	2.00
Green Phantom King	C	0.45	0.25	0.25
Hane-Hane	R	3.00	2.50▼	1.75
Hard Armor	C	0.40	0.25	0.25
Hinotama	C	0.50	0.25	0.25
Hinotama Soul	C	0.40	0.25	0.25
Hitotsu-Me Giant	C	0.40	0.25	0.25
Kagemusha of the Blue Flame	C	0.40	0.25	0.25
Karbonala Warrior	R	3.55	3.00	3.00
King Fog	C	0.40	0.25	0.25
Kumootoko	C	0.40	0.25	0.25
Kurama	C	0.40	0.25	0.25
Larvas	C	0.40	0.25	0.25
Laser Cannon Armor	SP	2.00	2.00	1.00
Left Arm of the Forbidden One	UR	45.00	40.00	36.00
Left Leg of the Forbidden One	UR	45.00	40.00	36.00
Legendary Sword	SP	2.25	2.00	1.00
Lesser Dragon	C	0.50	0.30	0.25
Machine Conversion Factory	SP	2.00	1.50	1.00
Mammoth Graveyard	C	0.40	0.25	0.25
Man Eater	C	0.40	0.25	0.25
Man-Eater Bug	SR	10.75	7.50▼	4.00
Masaki the Legendary Swordsman	C	0.40	0.25	0.25
Meda Bat	C	0.40	0.25	0.25
Metal Dragon	R	4.50	3.50	3.00
Misairuzame	C	0.45	0.25	0.25
Monster Egg	C	0.40	0.25	0.25
Monster Reborn	UR	19.75	13.00▼	12.00
Mountain	C	0.50	0.50	0.25
M-Warrior #1	C	0.40	0.25	0.25
M-Warrior #2	C	0.40	0.25	0.25
Mystical Elf	SR	10.25	8.00▼	5.50
Mystical Moon	SP	2.00	1.35	1.00
Mystical Sheep #2	C	0.40	0.25	0.25
Nemuriko	C	0.40	0.25	0.25
One-Eyed Shield Dragon	C	0.40	0.25	0.25
Petit Angel	C	0.40	0.25	0.25
Petit Dragon	C	0.40	0.25	0.25
Polymerization	SR	26.00	22.00▲	16.75
Pot of Greed	R	8.00	6.00	4.30
Power of Kaishin	SP	2.00	1.75	1.00
Raigeki	SR	23.00	20.00▲	16.00
Raise Body Heat	SSP	3.25	2.00	1.00
Ray & Temperature	C	0.40	0.25	0.25
Reaper of the Cards	R	6.50	3.55	3.25
Red Medicine	C	0.50	0.25	0.25
Red-Eyes B. Dragon	UR	42.00	36.00▲	25.00
Remove Trap	C	0.50	0.25	0.25
Right Arm of the Forbidden One	UR	45.00	42.00	35.00
Right Leg of the Forbidden One	UR	45.00	42.00	36.00
Root Water	C	0.40	0.25	0.25
Sand Stone	C	0.45	0.25	0.25
Silver Bow and Arrow	SP	2.00	1.60	1.00
Silver Fang	C	0.40	0.25	0.25
Skull Red Bird	C	0.50	0.25	0.25
Skull Servant	C	0.40	0.25	0.25
Sogen	C	0.50	0.25	0.25
Sparks	C	0.50	0.25	0.25
Spike Seadra	C	0.45	0.25	0.25
Spirit of the Harp	R	3.25	2.50	2.00
Steel Ogre Grotto #1	C	0.45	0.25	0.25
Stop Defense	R	5.00	3.50▲	3.00
Succubus Knight	C	0.45	0.25	0.25
Swords of Revealing Light	SR	23.00	20.00▲	17.00
Terra the Terrible	C	0.40	0.25	0.25
The 13th Grave	C	0.40	0.25	0.25
The Furious Sea King	C	0.40	0.25	0.25
Trap Hole	SR	10.75	8.50▼	5.00
Tri Horned Dragon	SCR	32.00	30.00	28.00
Trial of Hell (Unl: of Nightmare)	C	0.50	0.30	0.25
Tripwire Beast	C	0.40	0.25	0.25
Turtle Tiger	C	0.45	0.25	0.25
Two-Mouth Darkruler	C	0.40	0.25	0.25
Two-Pronged Attack	R	3.25	2.50▼	1.50
Tyhone	C	0.40	0.25	0.25
Umi	C	0.50	0.30	0.25
Uraby	C	0.45	0.25	0.25
Vile Germs	SP	2.00	1.75	1.00
Violet Crystal	SP	2.25	2.00	1.15
Wasteland	C	0.50	0.25	0.25
Witty Phantom	C	0.40	0.25	0.25
Yami	C	0.50	0.30	0.25
Total		750.05	610.50	497.50

METAL RAIDERS (144 cards)

Metal Raiders Set		295.00	210.00	200.00
Metal Raiders Booster Box		110.00	100.00	92.00
Metal Raiders Booster Pack		7.00	6.00▲	5.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
7 Colored Fish	C	1.55	0.75▲	0.25
Ancient Brain	C	0.35	0.25	0.25
Ancient Elf	C	0.30	0.25	0.25
Ancient Lizard Warrior	C	0.30	0.25	0.25
Armored Lizard	C	0.35	0.25	0.25
Armored Zombie	C	0.35	0.25	0.25
B. Skull Dragon	UR	34.00	29.00	27.00
Baby Dragon	SP	2.75	2.00	1.35
Barrel Dragon	UR	29.00	26.00	24.00
Battle Steer	C	0.35	0.25	0.25
Bickuribox	C	0.90	0.30	0.25
Big Eye	C	0.35	0.25	0.25
Blackland Fire Dragon	C	0.50	0.30	0.25
Bladefly	R	3.00	1.75▼	1.00
Blast Juggler	C	0.40	0.25	0.25
Block Attack	C	0.50	0.25	0.25
Blue-Winged Crown	C	0.40	0.25	0.25
Bottom Dweller	C	0.35	0.25	0.25
Cannon Soldier	R	4.00	3.55▲	2.50
Castle of Dark Illusions	C	1.00	0.30	0.25
Catapult Turtle	SR	11.00	9.00▲	8.00
Change of Heart	UR	16.00	11.00▼	8.00
Cocoon of Evolution	SSP	2.00	1.75▲	1.05
Crass Clown	SP	2.00	1.00	0.75
Crawling Dragon	C	0.50	0.35	0.25
Cyber Saurus	C	0.40	0.25	0.25
Dark Elf	R	4.00	3.80▲	3.00
Deepsea Shark	C	0.40	0.25	0.25
Destroyer Golem	C	0.35	0.25	0.25
Disk Magician	C	0.30	0.25	0.25
Doma The Angel of Silence	C	0.30	0.25	0.25
Dragon Piper	C	0.50	0.30	0.25
Dream Clown	SP	2.15	1.20	1.00
Electric Lizard	C	0.40	0.25	0.25
Elegant Egotist	R	4.00	3.00	3.00
Empress Judge	C	0.50	0.25	0.25
Fake Trap	R	3.00	2.00	1.10
Feral Imp	C	0.40	0.25	0.25
Flame Cerebrus	C	0.90	0.30	0.25
Garnecia Elefantis	SR	8.75	8.00	7.00
Gate Guardian	SCR	52.00	46.00	41.00
Gazelle the King of Mythical Beasts	SSP	1.60	1.00	0.65
Germ Infection	C	0.50	0.30	0.25
Giga-Tech Wolf	C	0.45	0.25	0.25
Giltia the D. Knight	C	0.50	0.25	0.25
Great Moth	R	6.50	5.00▲	3.30
Ground Attacker Bugroth	C	0.35	0.25	0.25
Guardian of the Labyrinth	C	0.30	0.25	0.25
Harpie Lady	C	1.15	0.50▲	0.25
Harpie Lady Sisters	SR	12.25	9.25▲	8.00
Heavy Storm	SR	10.00	9.75▲	8.00
Hibikime	C	0.30	0.25	0.25
Horn of Heaven	UR	15.00	11.00	10.00
Hoshiningen	R	3.00	3.00	1.70
Hunter Spider	C	0.35	0.25	0.25
Hyosube	C	0.35	0.25	0.25
Illusionist Faceless Mage	C	0.35	0.25	0.25
Insect Soldiers of the Sky	C	0.40	0.25	0.25
Jellyfish	C	0.35	0.25	0.25
Jinzo #7	SP	2.15	1.35	0.90
Jirai Gumo	C	0.90	0.30	0.25
Kaminari Attack	C	0.40	0.25	0.25
Kazejin	SR	16.00	15.00	11.50
Killer Needle	C	0.30	0.25	0.25
King of Yamimakai	C	0.65	0.25	0.25
Kojikocy	C	0.35	0.25	0.25
Kuriboh	SR	10.50	9.50▲	7.00
Labyrinth Tank	C	1.00	0.55	0.25
Lady of Faith	C	0.30	0.25	0.25
Larvae Moth	C	0.40	0.25	0.25
Launcher Spider	C	0.50	0.30	0.25
Lava Battleguard	C	0.50	0.40▲	0.25
Leghul	SP	1.40	0.90	0.50
Leogun	C	0.35	0.25	0.25
Little Chimera	R	3.00	1.90▼	1.00
Magic Jammer	UR	18.00	17.00▼	14.25
Magician of Faith	R	3.90	3.25▲	3.00
Mask of Darkness	R	3.50	3.00	2.85
Masked Sorcerer	R	3.00	2.50▼	1.00
Mega Thunderball	C	0.30	0.25	0.25
Milus Radiant	R	3.00	2.00	1.00
Mirror Force	UR	36.00	30.00	29.00
Morinphen	C	0.45	0.25	0.25
Muka Muka	R	3.00	2.00	1.00
Mushroom Man #2	C	0.40	0.25	0.25
Musician King	C	0.40	0.25	0.25
Mystic Horseman	C	0.35	0.25	0.25
Mystic Lamp	SP	2.00	1.00	0.50
Niwatori	C	0.30	0.25	0.25
Ocubeam	C	0.35	0.25	0.25
Ooguchi	SP	1.60	0.75	0.45
Pale Beast	C	0.35	0.25	0.25
Paralyzing Potion	C	0.50	0.25	0.25
Petit Moth	C	0.40	0.25	0.25
Prevent Rat	C	0.45	0.25	0.25
Princess of Tsurugi	R	3.65	2.50▼	1.95
Protector of the Throne	C	0.35	0.25	0.25
Pumpking the King of Ghosts	C	1.25	0.35▲	0.25
Punished Eagle	C	0.50	0.25	0.25
Queen's Double	SP	2.00	1.00	0.70
Rabid Horseman	C	0.50	0.25	0.25
Rainbow Flower	SP	1.40	0.90	0.50
Ring of Magnetism	C	0.50	0.25	0.25
Roaring Ocean Snake	C	0.40	0.25	0.25
Robbin' Goblin	R	3.55	3.00	2.50
Rock Ogre Grotto #1	C	0.30	0.25	0.25
Ryu-Kishin Powered	C	0.40	0.25	0.25
Saggi the Dark Clown	C	0.95	0.30	0.25

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Sanga of the Thunder	SR	17.75	15.00	11.50
Sangan	R	3.50	3.00	2.75
Seven Tools of the Bandit	UR	14.75	13.00	10.50
Shadow Ghoul	R	4.00	3.55▲	3.00
Share the Pain	C	0.50	0.25	0.25
Shield & Sword	R	3.80	3.00	3.00
Skull Knight	C	1.25	0.65▲	0.25
Solemn Judgment	UR	14.75	12.00	10.50
Soul Release	C	0.65	0.30	0.25
Star Boy	R	3.00	2.00▼	1.00
Steel Scorpion	C	0.40	0.25	0.25
Stim-Pack	SP	2.00	1.00	0.90
Suijin	SR	15.00	14.00▼	13.00
Summoned Skull	UR	19.00	15.00	13.50
Swamp Battleguard	C	0.80	0.50	0.25
Sword of Deep-Seated	C	1.20	0.50	0.25
Tainted Wisdom	C	0.45	0.25	0.25
The Bistro Butcher	C	0.50	0.30	0.25
The Cheerful Coffin	C	0.50	0.25	0.25
The Immortal of Thunder	C	0.40	0.25	0.25
The Little Swordsman of Aile	C	0.40	0.25	0.25
The Unhappy Maiden	SP	1.40	0.90	0.70
Thousand Dragon	SCR	22.00	20.00	18.00
Thunder Dragon	SP	2.25	2.00	1.35
Time Wizard	UR	27.00	21.00▼	20.00
Tongyo	C	0.30	0.25	0.25
Tremendous Fire	C	0.65	0.25	0.25
Trent	C	0.35	0.25	0.25
Tribute to The Doomed	SR	10.75	10.00	6.50
Twin-Headed Thunder Dragon	SR	13.75	11.50	10.00
Water Omotics	C	0.30	0.25	0.25
White Magical Hat	R	3.50	3.00	1.70
Winged Dragon, Guardian of the Fortress #1	C	0.50	0.25	0.25
Witch of the Black Forest	R	4.50	4.00▲	3.00
Witch's Apprentice	R	3.00	3.00	1.75
Yado Karu	C	0.45	0.25	0.25
Total		572.25	466.90	395.15

MAGIC RULER (104 cards)

Magic Ruler Set		260.00	210.00	160.00
Magic Ruler Booster Box		100.00	90.00▼	80.00
Magic Ruler Booster Pack		5.00	4.50▼	4.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Ameba	R	3.00	2.75▲	1.75
Ancient One of the Deep Forest	C	0.50	0.30	0.25
Axe of Despair	UR	23.00	22.00	20.00
Banisher of the Light	SR	6.75	5.50▼	5.00
Black Illusion Ritual	SR	9.50	8.00	5.50
Black Pendant	SR	8.00	7.00	4.50
Blue-Eyes Toon Dragon	SCR	34.00	30.00▲	25.00
Boar Soldier	C	0.50	0.30	0.25
Ceremonial Bell	C	0.50	0.25	0.25
Chain Energy	C	0.50	0.25	0.25
Chorus of Sanctuary	C	0.50	0.30	0.25
Commencement Dance	C	0.50	0.25	0.25
Confiscation	SR	7.50	7.00▲	4.00
Crab Turtle	C	1.25	0.30	0.25
Curse of Fiend	SP	2.00	1.35▼	1.00
Cyber Jar	R	4.75	3.90▲	3.15
Dark Witch	C	0.50	0.30	0.25
Dark Zebra	C	0.50	0.30	0.25
Darkness Approaches	SSP	1.10	1.00	0.90
Delinquent Duo	UR	17.00	15.00▼	10.75
Eatgaboon	C	0.50	0.25	0.25
Electric Snake	C	0.50	0.25	0.25
Eternal Rest	SSP	1.80	1.00	0.65
Fairy's Hand Mirror	SP	2.00	2.00	1.00
Final Destiny	C	0.50	0.30	0.25
Fire Kraken	C	0.45	0.25	0.25
Flash Assailant	C	0.50	0.30	0.25
Flying Kamakiri #1	R	3.00	3.00	1.40
Gaia Power	SP	2.00	2.00▲	1.00
Giant Germ	R	3.00	2.75▲	1.65
Giant Rat	R	3.00	3.00	1.40
Giant Trunade	SR	7.75	6.25▼	4.25
Giant Turtle Who Feeds on Flames	C	0.50	0.30	0.25
Gravekeeper's Servant	SP	4.00	2.50▼	1.05
Griggle	C	0.50	0.25	0.25
Guardian of the Throne Room	C	0.50	0.30	0.25
Hamburger Recipe	C	0.50	0.30	0.25
High Tide Gyojin	C	0.50	0.30	0.25
Hiro's Shadow Scout	R	3.00	2.00	1.15
Horn of Light	C	0.50	0.25	0.25
Horn of the Unicorn	R	4.90	3.80▲	3.00
House of Adhesive Tape	C	0.50	0.25	0.25
Hungry Burger	C	0.50	0.25	0.25
Hyozanryu	R	5.00	3.80▲	3.00
Invader of the Throne	SR	8.00	7.00▼	4.00
Jigen Bakudan	SSP	1.60	1.00▲	0.65
Karate Man	R	3.30	3.00	1.65
Kotodama	C	0.65	0.25	0.25
Labyrinth Wall	C	1.50	0.50▲	0.25
Liquid Beast	C	0.40	0.25	0.25
Luminous Spark	SP	2.00	1.60▲	1.00
Magical Labyrinth	C	0.65	0.30	0.25
Maha Vailo	SR	9.75	8.50▲	7.25
Malevolent Nuzzler	C	0.65	0.50▲	0.25
Manga Ryu-Ran	R	3.90	3.00	3.00
Mechanical Snail	C	0.40	0.25	0.25
Megamorph	UR	20.00	18.00	14.50
Messenger of Peace	SR	8.75	7.75	5.00
Metal Fish	C	0.45	0.25	0.25
Minar	C	0.50	0.25	0.25
Molten Destruction	SP	2.00	1.20	1.00
Mother Grizzly	R	3.00	3.00	1.40
Mystic Plasma Zone	SP	2.75	1.60▲	1.00
Mystic Tomato	R	3.00	3.00	1.75
Mystical Space Typhoon	UR	15.00	13.00▲	12.00
Nimble Momonga	R	3.70	3.00	3.00
Octoberser	C	0.50	0.30	0.25
Painful Choice	SR	7.00	5.00▼	2.50
Peacock	C	0.50	0.30	0.25
Penguin Knight	C	0.50	0.25	0.25
Performance of Sword	C	0.50	0.30	0.25
Psychic Kappa	C	0.50	0.25	0.25
Queen Bird	C	0.50	0.25	0.25
Red Archery Girl	C	0.50	0.25	0.25
Relinquished	UR	33.00	25.00	21.00
Rising Air Current	SP	2.00	1.60▲	1.00
Rush Recklessly	R	2.50	2.00	1.40
Ryu-Ran	C	1.25	0.30	0.25
Senju of the Thousand Hands	R	3.00	3.00	1.75
Serpent Night Dragon	SCR	26.00	21.00▼	18.00
Shining Angel	R	3.00	2.00▼	1.40
Slot Machine	SSP	2.00	1.35▲	1.00
Snake Fang	C	0.50	0.25	0.25
Snatch Steal	UR	15.00	12.50▲	12.00
Sonic Bird	C	0.50	0.25	0.25
Spear Cretin	C	0.50	0.25	0.25
Spellbinding Circle	UR	26.00	22.00▲	13.00
Stone Ogre Grotto	C	0.50	0.30	0.25
Tailor of the Fickle	SP	1.35	1.00	0.75
The Forceful Sentry	UR	14.50	11.00▼	8.00
The Reliable Guardian	C	0.50	0.30	0.25
Toll	SSP	1.65	1.00▼	0.75
Toon Mermaid	UR	19.00	15.00▼	11.00
Toon Summoned Skull	UR	27.00	20.00▼	20.00
Toon World	SR	18.00	15.00▼	11.00
Turtle Oath	C	0.50	0.30	0.25
Twin Long Rods #2	C	0.50	0.25	0.25
Tyhone #2	C	0.50	0.30	0.25
UFO Turtle	R	3.00	2.00▼	1.50
Umiiruka	SP	1.80	1.00	0.65
Upstart Goblin	C	0.50	0.30	0.25
Wall Shadow	C	0.75	0.25	0.25
Weather Report	C	0.75	0.30	0.25
Whiptail Crow	C	0.50	0.30	0.25
Total		476.75	385.90	297.50

PHARAOH'S SERVANT (105 cards)

Pharaoh's Servant Set		290.00	225.00▼	185.00
Booster Box		100.00	95.00	90.00
Booster Pack		4.50	4.25▲	4.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
4-Starred Ladybug of Doom	SP	1.80	0.55	0.25
7 Completed	C	0.65	0.25	0.25
Appropriate	R	3.85	3.00	3.00
Armored Glass	C	0.45	0.25	0.25
Attack and Receive	C	0.45	0.25	0.25
Backup Soldier	SR	10.00	9.00▼	8.75
Beast of Talwar	UR	20.00	20.00	19.00
Bite Shoes	C	0.45	0.25	0.25
Bombardment Beetle	SP	1.00	0.85▼	0.50
Bubonic Vermin	C	0.50	0.25	0.25
Burning Land	C	0.45	0.25	0.25
Buster Blader	UR	27.00	25.00	21.00
Call Of The Haunted	UR	21.00	20.00	16.50
Ceasefire	UR	20.00	20.00	15.00
Chain Destruction	UR	20.00	16.00▼	12.00
Cold Wave	C	0.45	0.25	0.25
Cyber Falcon	C	0.45	0.25	0.25
Dark Bat	C	0.45	0.25	0.25
Darkfire Soldier #1	C	0.50	0.25▼	0.25
Darkfire Soldier #2	C	0.50	0.25▼	0.25
Deepsea Warrior	C	0.50	0.25	0.25
Dimensionhole	R	4.00	3.20▲	2.65
DNA Surgery	SP	2.00	1.00▼	0.55
Dokuroyaiba	C	0.25	0.25	0.25
Drill Bug	C	0.45	0.25	0.25
Driving Snow	C	0.50	0.25	0.25
Dust Tornado	SR	9.75	8.50▼	8.00
Earthshaker	C	0.25	0.25	0.25
Enchanted Javelin	C	0.50	0.25▼	0.25
Fairy Meteor Crush	SR	10.00	10.00	9.00
Flame Champion	C	0.45	0.25	0.25
Flying Kamakiri #2	C	0.45	0.25	0.25
Forced Requisition	R	3.85	3.00▼	2.25
Gamble	C	0.45	0.25	0.25
Gearfried the Iron Knight	SR	9.75	9.00▲	7.25
Gift of The Mystical Elf	SP	3.00	2.00	1.00
Girochin Kuwagata	C	0.25	0.25	0.25
Goblin Attack Force	UR	25.00	20.00	17.75
Gradius	SP	3.00	2.00	0.55
Graverobber	SR	10.00	10.00	8.50
Gravity Bind	R	4.75	4.00	3.10
Ground Collapse	C	0.25	0.25	0.25
Gust	C	0.45	0.25	0.25
Harpie's Brother	C	0.50	0.40	0.25
Hayabusa Knight	R	5.00	4.00	3.35
Imperial Order	SCR	30.00	26.00▼	17.50
Infinite Dismissal	C	0.45	0.25	0.25
Insect Barrier	C	0.25	0.25	0.25
Insect Imitation	C	0.45	0.25	0.25
Inspection	SP	1.75	0.85▼	0.50
Invitation to a Dark Sleep	C	0.45	0.25	0.25
Island Turtle	SP	1.00	0.85▼	0.50
Jinzo	SCR	45.00	40.00	38.00
Kiseitai	SP	2.00	1.50▼	0.55
Light of Intervention	C	0.45	0.25	0.25
Lightforce Sword	R	3.85	3.00▼	2.15
Limiter Removal	SR	10.75	9.50	8.25
Mad Sword Beast	R	3.85	3.00	2.15
Magic Drain	R	4.00	3.70▲	3.00
Magical Hats	SR	12.00	12.00	10.00
Major Riot	SSP	1.75	1.00	1.00
Metal Detector	C	0.25	0.25	0.25
Michizure	R	3.90	3.20▲	3.00
Minor Goblin Official	SP	2.00	1.00▼	0.70
Mirror Wall	SR	13.50	12.00	10.00
Monster Recovery	R	5.00	3.70▼	3.00
Morphing Jar #2	R	4.00	3.20▲	3.00
Mr. Volcano	C	0.45	0.25	0.25
Mystic Probe	C	0.25	0.25	0.25
Nobleman of Crossout	SR	11.50	9.00	8.25
Nobleman of Extermination	R	3.85	3.00	3.00
Numinous Healer	SSP	3.50	2.00	1.15
Oni Tank T-34	C	0.45	0.25	0.25
Overdrive	C	0.45	0.25	0.25
Parasite Paracide	SR	9.75	8.00▼	7.25
Premature Burial	UR	20.00	17.00▼	12.00
Prohibition	R	4.00	3.20▲	3.00
Rain of Mercy	C	0.45	0.25	0.25
Red-Moon Baby	R	3.85	3.00	2.65
Respect Play	C	0.25	0.25	0.25
Science Soldier	C	0.25	0.25	0.25
Shadow of Eyes	C	0.45	0.25	0.25
Shift	R	4.00	3.20▲	2.65
Skull Invitation	R	3.85	3.20▲	2.15
Skull Mariner	C	0.25	0.25	0.25
Solemn Wishes	SSP	3.00	2.00▼	1.00
Solomon's Lawbook	C	0.45	0.25	0.25
Souls of the Forgotten	C	0.25	0.25	0.25
Spikebot	C	0.45	0.25	0.25
Steel Ogre Grotto #2	C	0.25	0.25	0.25
Sword Hunter	SP	2.00	1.00▼	0.55
The All-Seeing White Tiger	C	0.25	0.25	0.25
The Eye of Truth	SP	2.00	0.90	0.50
The Fiend Megacyber	UR	25.00	20.00▼	19.00
The Legendary Fisherman	UR	23.00	20.00▼	16.50
The Regulation of Tribe	C	0.25	0.25	0.25
The Shallow Grave	R	3.85	3.00	3.00
Thousand-Eyes Idol	SSP	3.50	2.00	1.00
Thousand-Eyes Restrict	UR	29.00	26.00▼	20.00
Three-Headed Geedo	C	0.45	0.25	0.25
Time Seal	SP	2.00	1.65▼	0.70
Twin-Headed Fire Dragon	C	0.45	0.25	0.25
Type Zero Magic Crusher	C	0.45	0.25	0.25
Wingweaver	C	0.70	0.25▼	0.25
World Suppression	C	0.25	0.25	0.25
Total		537.05	456.40	380.10

LABYRINTH OF NIGHTMARE (105 cards)

Labyrinth of Nightmare Set		250.00	225.00	210.00
Booster Box		99.00	88.00▼	79.00
Booster Pack		4.50	4.00	4.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Amazon Archer	C	0.25	0.25	0.25
Amphibian Beast	R	4.00	3.75▲	2.90
Aqua Spirit	C	0.25	0.25	0.25
Bait Doll	C	0.30	0.25	0.25
Bazoo the Soul-Eater	SR	12.00	10.00	9.00
Bio-Mage	C	0.25	0.25	0.25
Blind Destruction	C	0.35	0.25	0.25
Boneheimer	C	0.25	0.25	0.25
Card of Safe Return	UR	20.00	20.00	16.50
Chosen One	SP	1.80	1.00	1.00
Collected Power	SSP	1.45	1.00	1.00
Crimson Sentry	C	0.30	0.25	0.25
Cure Mermaid	C	0.35	0.25	0.25
Curse of the Masked Beast	SSP	2.00	1.05	0.90
Cyclon Laser	SSP	1.15	1.00	0.90
Dancing Fairy	C	0.35	0.25	0.25
Dark Necrofear	UR	25.00	24.00▼	22.00
Dark Spirit of the Silent	SR	10.00	8.50▼	5.75
Deal of Phantom	C	0.35	0.25	0.25
De-Fusion	SR	10.00	8.25▲	8.00
Destiny Board	UR	34.00	28.00▼	25.00
Destruction Punch	R	3.65	3.45▲	2.00
Dragonic Attack	C	0.30	0.25	0.25
Dreamsprite	C	0.30	0.25	0.25
Earthbound Spirit	SP	2.00	1.30▲	0.90
Ekibyo Drakmord	C	0.35	0.25	0.25
Empress Mantis	C	0.35	0.25	0.25
Fairy Box	SP	1.65	1.05	1.00
Fairy Guardian	C	0.30	0.25	0.25
Fire Princess	SR	10.50	10.00	9.00
Fire Sorcerer	C	0.35	0.25	0.25
Flame Dancer	C	0.25	0.25	0.25
Flying Fish	C	0.25	0.25	0.25
Fusion Gate	SP	3.25	3.00	1.10
Gadget Soldier	C	0.35	0.25	0.25
Garuda the Wind Spirit	C	0.25	0.25	0.25
Gemini Elf	SCR	35.00	35.00	30.00
Gilasaurus	R	4.00	3.20	2.75
Grand Tiki Elder	C	0.25	0.25	0.25
Graverobber's Retribution	C	0.35	0.25	0.25
Headless Knight	C	0.25	0.25	0.25
Humanoid Slime	SP	1.65	1.00	0.50
Humanoid Worm Drake	SP	2.25	1.30▲	0.70
Hysteric Fairy	C	0.55	0.25	0.25
Infinite Cards	R	4.00	3.50▲	3.00
Jam Breeding Machine	R	3.65	3.00	2.00
Jam Defender	SP	3.00	1.55▲	0.70
Jar of Greed	SR	12.00	9.50▼	9.00
Jowgen the Spiritualist	R	3.65	2.50▼	2.00
Kycoo the Ghost Destroyer	SR	10.00	10.00	9.00
Lady Assailant of Flames	C	0.35	0.25	0.25
Lady Panther	C	0.25	0.25	0.25
Lightning Blade	C	0.30	0.25	0.25
Lightning Conger	C	0.25	0.25	0.25
Mage Power	UR	25.00	25.00	21.00
Magic Cylinder	SCR	35.00	31.00▼	22.00
Marie the Fallen One	R	4.00	4.00	3.45
Maryokutai	C	0.25	0.25	0.25
Mask of Brutality	R	3.65	2.65▼	2.00
Mask of Dispel	SR	10.00	9.00	8.75
Mask of Restrict	UR	25.00	25.00	21.00
Mask of the Accursed	SR	11.50	10.00	8.75
Mask of Weakness	SP	1.80	1.00	0.95
Melchid the Four-Face Beast	C	0.25	0.25	0.25
Miracle Dig	C	0.30	0.25	0.25
Nuvia the Wicked	R	3.65	3.00	2.00
Offerings to the Doomed	C	0.35	0.25	0.25
Return of the Doomed	R	3.65	3.00	2.00
Revival Jam	SR	12.00	10.00	9.75
Riryoku Field	SR	9.75	8.75	7.75
Royal Command	UR	20.00	17.50▼	15.25
Scroll of Bewitchment	C	0.30	0.25	0.25
Shining Abyss	C	0.30	0.25	0.25
Skull Lair	C	0.50	0.25	0.25
Soul of Purity and Light	C	0.30	0.25	0.25
Spherous Lady	C	0.25	0.25	0.25
Spirit Elimination	C	0.30	0.25	0.25
Spirit Message "A"	R	4.00	3.45▲	2.40
Spirit Message "I"	R	4.00	3.45▲	2.40
Spirit Message "L"	R	4.00	3.45▲	2.40
Spirit Message "N"	R	4.00	3.45▲	2.40
Spirit of Flames	C	0.25	0.25	0.25
Spirit of the Breeze	R	3.65	3.00	2.00
Spiritualism	R	3.65	3.15▲	2.75
St. Joan	C	0.50	0.25	0.25
Summoner of Illusions	SP	2.00	1.25	0.90
Supply	SSP	1.15	1.00	0.90
Swordsman of Landstar	C	0.25	0.25	0.25
The Dark Door	C	0.35	0.25	0.25
The Earl of Demise	C	0.35	0.25	0.25
The Emperor's Holiday	C	0.45	0.25	0.25
The Forgiving Maiden	C	0.40	0.25	0.25
The Gross Ghost of Fled Dreams	C	0.25	0.25	0.25
The Last Warrior from Another Planet	UR	25.00	25.00	19.25
The Masked Beast	UR	27.00	25.00	21.00
The Portrait's Secret	C	0.25	0.25	0.25
The Rock Spirit	C	0.25	0.25	0.25
The Unfriendly Amazon	C	0.25	0.25	0.25
Tornado Bird	R	4.00	3.30	2.00
Tornado Wall	SP	3.00	2.00	1.00
Torrential Tribute	UR	23.00	22.00	18.00
United We Stand	UR	27.00	24.00▼	20.00
Vengeful Bog Spirit	SP	2.00	1.05	0.90
Worm Drake	C	0.30	0.25	0.25
Zombyra the Dark	SP	2.25	2.00▲	0.95
Total		541.90	484.85	403.00

LEGACY OF DARKNESS (101 cards)

Legacy of Darkness Set		360.00	240.00▼	205.00
Booster Box		90.00	82.00	76.00
Booster Pack		4.15	4.00	4.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
A Feint Plan	C	0.25	0.25	0.25
A Legendary Ocean	C	0.50	0.25	0.25
A Wingbeat of Giant Dragon	C	0.25	0.25	0.25
After Genocide	R	3.00	3.00	2.00
Airknight Parshath	UR	25.00	22.00▼	20.00
Array of Revealing Light	R	4.00	3.00	2.50
Asura Priest	SR	15.00	11.00	10.00
Bad Reaction to Simochi	C	0.35	0.25	0.25
Bark of Dark Ruler	C	0.25	0.25	0.25
Blast with Chain	R	3.00	3.00	3.00
Bottomless Trap Hole	R	4.00	4.00▲	3.00
Bubble Crash	C	0.35	0.25	0.25
Burst Breath	C	0.25	0.25	0.25
Cave Dragon	SP	4.00	3.00	1.00
Convulsion of Nature	C	0.35	0.25	0.25
Creature Swap	UR	21.00	20.00	17.50
Dark Balter the Terrible	SR	10.25	10.00	8.25
Dark Ruler Ha Des	UR	26.00	22.00▼	19.00
Disappear	SP	4.00	3.00▲	1.00
Double Snare	C	0.25	0.25	0.25
Dragon Manipulator	C	0.25	0.25	0.25
Dragon's Gunfire	C	0.50	0.25	0.25
Dragon's Rage	C	0.50	0.25	0.25
Drop Off	SR	10.00	9.25▲	8.00
Emergency Provisions	SP	3.15	2.50▲	1.00
Exiled Force	SR	15.00	12.00	10.00
Fatal Abacus	R	4.00	3.15	3.00
Fengsheng Mirror	C	0.25	0.25	0.25
Fiber Jar	UR	26.00	23.00	20.00
Fiend Comedian	C	0.25	0.25	0.25
Fiend Skull Dragon	SR	12.25	12.00	8.75
Freed the Matchless General	UR	23.00	20.00	17.50
Frontier Wiseman	C	0.35	0.25	0.25
Fushi No Tori	SP	4.00	3.00	2.00
Fusion Sword Murasame Blade	R	4.00	3.15	3.00
Gradius' Option	SSP	2.25	1.75▲	0.45
Gray Wing	C	0.25	0.25	0.25
Great Long Nose	SP	4.00	3.05	2.25
Heart of Clear Water	C	0.25	0.25	0.25
Hino-Kagu-Tsuchi	UR	24.00	20.00	19.25
Inaba White Rabbit	SP	3.15	3.00▲	1.00
Injection Fairy Lily	SCR	35.00	31.00▲	27.00
Last Turn	UR	25.00	22.00	16.50
Lesser Fiend	R	4.00	3.15▲	3.00
Life Absorbing Machine	C	0.35	0.25	0.25
Lizard Soldier	C	0.25	0.25	0.25
Luster Dragon	SR	16.75	15.00▲	11.00
Magic Reflector	R	3.50	3.00	3.00
Maharaghi	SP	3.15	2.00	1.00
Marauding Captain	UR	26.00	22.00▼	21.00
Mysterious Guard	C	0.25	0.25	0.25
Nutrient Z	C	0.25	0.25	0.25
Ominous Fortunetelling	C	0.25	0.25	0.25
Opticlops	R	4.00	3.15▲	3.00
Otohime	SP	4.00	3.00▲	2.00
Patrician of Darkness	C	0.50	0.25	0.25
Possessed Dark Soul	C	0.35	0.25	0.25
Ready for Intercepting	C	0.25	0.25	0.25
Reinforcement of the Army	SR	10.00	10.00	8.25
Robolady	C	0.25	0.25	0.25
Robotic Knight	C	0.25	0.25	0.25
Roboyarou	C	0.25	0.25	0.25
Royal Oppression	R	4.00	3.15	3.00
Ryu Senshi	SR	10.00	10.00	8.00
Ryu-Kishin Clown	C	0.25	0.25	0.25
Second Coin Toss	R	4.00	3.00	3.00
Serpentine Princess	C	0.25	0.25	0.25
Shadow Tamer	R	4.00	3.15	3.00
Skull Knight #2	C	0.25	0.25	0.25
Smoke Grenade of the Thief	SP	3.15	3.00▲	1.00
Soul Demolition	C	0.25	0.25	0.25
Spear Dragon	SR	15.50	13.00	12.00
Spirit Ryu	C	0.25	0.25	0.25
Spirit's Invitation	C	0.25	0.25	0.25
Spiritual Energy Settle Machine	C	0.25	0.25	0.25
Spring of Rebirth	C	0.35	0.25	0.25

Stamping Destruction	C	0.35	0.25	0.25
Super Rejuvenation	C	0.25	0.25	0.25
Super Robolady	C	0.35	0.25	0.25
Super Roboyarou	C	0.35	0.25	0.25
Susa Soldier	R	3.00	3.00	2.50
The A. Forces	R	3.00	3.00	2.00
The Dragon Dwelling In The Cave	C	0.50	0.25	0.25
The Dragon's Bead	R	4.00	3.00▼	3.00
The Hunter with 7 Weapons	C	0.25	0.25	0.25
The Illusory Gentleman	C	0.25	0.25	0.25
The Puppet Magic of Dark Ruler	C	0.25	0.25	0.25
The Secret of the Bandit	C	0.35	0.25	0.25
The Warrior Returning Alive	R	4.00	3.00	3.00
Throwstone Unit	C	0.25	0.25	0.25
Thunder Nyan Nyan	R	3.25	3.00	2.50
Troop Dragon	C	0.25	0.25	0.25
Twin-Headed Behemoth	SR	15.00	10.00	8.25
Twin-Headed Wolf	C	0.25	0.25	0.25
Tyrant Dragon	UR	29.00	26.00▼	21.00
Warrior Dai Grepher	C	0.25	0.25	0.25
Winged Minion	C	0.35	0.25	0.25
Wolf Axwielder	C	0.25	0.25	0.25
Woodland Sprite	C	0.25	0.25	0.25
Yamata Dragon	UR	25.00	25.00	23.00
Yata-Garasu	SCR	35.00	32.00	27.00
Total		562.80	490.45	414.45

PHARAONIC GUARDIAN (108 cards)

Pharaonic Guardian Set		285.00	240.00▼	210.00
Booster Box		96.00	95.00	85.00
Booster Pack		5.00	4.00	4.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
8-Claws Scorpion	C	0.25	0.25	0.25
A Cat of Ill Omen	C	0.40	0.25	0.25
A Man with Wdjat	C	0.30	0.25	0.25
An Owl of Luck	C	0.40	0.25	0.25
Arsenal Bug	C	0.25	0.25	0.25
Banner of Courage	C	0.30	0.25	0.25
Barrel Behind the Door	SR	12.25	10.00	9.25
Birdface	C	0.30	0.25	0.25
Book of Life	SR	11.00	9.00	6.00
Book of Moon	R	4.50	3.75▲	3.00
Book of Taiyou	C	0.40	0.25	0.25
Bottomless Shifting Sand	C	0.40	0.25	0.25
Buster Rancher	C	0.30	0.25	0.25
Byser Shock	UR	20.00	20.00	15.00
Call of the Mummy	C	0.25	0.25	0.25
Card Shuffle	C	0.25	0.25	0.25
Charm of Shabti	C	0.25	0.25	0.25
Cobra Jar	SP	3.50	2.00▼	1.00
Cobraman Sakuzy	SP	3.50	2.00	1.00
Coffin Seller	R	3.90	3.00▼	3.00
Curse of Aging	C	0.30	0.25	0.25
Curse of Royal	R	3.75	3.00	3.00
D. Tribe	C	0.25	0.25	0.25
Dark Coffin	SP	3.50	2.00	1.00
Dark Designator	R	3.90	3.00▼	3.00
Dark Dust Spirit	C	0.50	0.25	0.25
Dark Jeroid	R	3.90	3.00▼	3.00
Dark Room of Nightmare	SR	14.50	10.00	6.50
Dark Scorpion Burglars	SP	3.50	2.00	1.00
Dark Snake Syndrome	C	0.40	0.25	0.25
Des Lacooda	C	0.25	0.25	0.25
Dice Jar	C	0.50	0.25	0.25
Different Dimension Capsule	C	0.30	0.25	0.25
Disturbance Strategy	C	0.30	0.25	0.25
Don Zaloog	UR	25.00	20.00▼	19.25
Fushioh Richie	UR	25.00	22.00	17.25
Giant Axe Mummy	C	0.40	0.25	0.25
Gora Turtle	R	3.90	3.00▼	3.00
Gravekeeper's Assailant	C	0.40	0.25	0.25
Gravekeeper's Cannonholder	C	0.45	0.25	0.25
Gravekeeper's Chief	SR	12.00	9.00	6.50
Gravekeeper's Curse	C	0.25	0.25	0.25
Gravekeeper's Guard	C	0.25	0.25	0.25
Gravekeeper's Spear Soldier	C	0.50	0.25	0.25
Gravekeeper's Spy	SP	3.50	2.00	1.00
Gravekeeper's Vassal	C	0.30	0.25	0.25
Gravekeeper's Watcher	R	3.90	3.00▼	3.00
Great Dezard	UR	24.00	20.00	15.75
Guardian Sphinx	UR	25.00	22.00	20.00
Helpoemer	UR	25.00	20.00▼	17.50
Hieroglyph Lithograph	C	0.40	0.25	0.25
Inpachi	C	0.25	0.25	0.25
Jowls of Dark Demise	R	4.00	3.00▼	3.00
Kabazauls	C	0.25	0.25	0.25
King Tiger Wanghu	R	4.00	4.00	3.00
Kryuel	C	0.30	0.25	0.25
Lava Golem	SCR	32.00	30.00	23.00
Maiden of the Aqua	SP	3.50	2.00	1.00
Master Kyonshee	C	0.30	0.25	0.25
Metamorphosis	C	0.40	0.25	0.25
Mirage of Nightmare	SR	10.00	10.00	9.00
Moisture Creature	R	3.75	3.00	3.00
Molten Behemoth	C	0.25	0.25	0.25
Mucus Yolk	C	0.40	0.25	0.25
Mystical Knight of Jackal	UR	22.00	20.00	16.00
Narrow Pass	C	0.25	0.25	0.25
Necrovalley	SR	12.00	10.00	7.00
Needle Ceiling	C	0.30	0.25	0.25
Needle Wall	C	0.40	0.25	0.25
Newdoria	R	4.00	4.00▲	3.00
Nightmare Horse	SSP	3.50	2.00	2.00
Nightmare Wheel	UR	25.00	20.00	12.75
Non Aggression Area	C	0.25	0.25	0.25
Ordeal of a Traveler	SP	4.00	3.00	1.50
Pharaoh's Treasure	R	4.00	3.00▼	3.00
Poison Mummy	C	0.30	0.25	0.25
Pyramid Energy	C	0.30	0.25	0.25
Pyramid Turtle	R	3.90	3.00▼	3.00
Pyro Clock of Destiny	C	0.25	0.25	0.25
Question	UR	20.00	20.00	15.00
Raigeki Break	SP	3.50	2.00▼	1.00
Reaper on the Nightmare	SR	11.00	10.00	7.00
Reasoning	C	0.30	0.25	0.25
Reckless Greed	R	4.00	4.00	3.50
Reversal Quiz	SP	3.50	1.50▼	1.00
Ring of Destruction	SCR	35.00	30.00▼	26.00
Rite of Spirit	C	0.25	0.25	0.25
Rope of Life	UR	25.00	20.00	14.25
Royal Keeper	C	0.30	0.25	0.25
Royal Tribute	C	0.25	0.25	0.25
Sasuke Samurai	SR	15.00	12.00	11.00
Secret Pass to the Treasures	C	0.30	0.25	0.25
Servant of Catabolism	C	0.30	0.25	0.25
Shapesnatch	C	0.25	0.25	0.25
Souleater	C	0.25	0.25	0.25
Spirit Reaper	R	4.00	3.00▼	3.00
Statue of the Wicked	SR	10.00	10.00	6.50
Swarm of Locusts	C	0.50	0.25	0.25
Swarm of Scarabs	C	0.50	0.25	0.25
Terraforming	C	0.40	0.25	0.25
Timeater	C	0.50	0.25	0.25
Timidity	C	0.30	0.25	0.25
Trap Dustshoot	C	0.25	0.25	0.25
Trap of Board Eraser	SR	11.00	10.00	6.00
Tutan Mask	C	0.30	0.25	0.25
Wandering Mummy	R	3.90	3.00▼	3.00
Winged Sage Falcos	R	4.00	3.00▼	3.00
Yomi Ship	C	0.45	0.25	0.25
Total		543.95	454.00	364.25

MAGICIAN'S FORCE (108 cards)

Magician's Force Set		260.00	250.00▼	240.00
Booster Box		105.00	99.00▲	89.00
Booster Pack		4.25	4.00	3.85
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Adhesion Trap Hole	C	0.35	0.25	0.20
Aitsu	C	0.25	0.25	0.20
Amazoness	SR	10.25	9.50	9.00
Amazoness Blowpiper	C	0.25	0.25	0.20
Amazoness Fighter	SP	2.75	1.25▼	0.90
Amazoness Paladin	C	0.25	0.25	0.20
Amazoness Spellcaster	C	0.25	0.25	0.20
Amazoness Sword	UR	19.00	16.25▲	15.00
Amazoness Tiger	R	3.30	3.00	3.00
Ante	R	3.05	3.00	3.00
Anti-Spell	C	0.35	0.25	0.20
Apprentice Magician	R	3.30	3.00	3.00
Armor Exe	R	3.65	3.10▲	3.00
Autonomous Action Unit	C	0.25	0.25	0.20
Big Bang Shot	R	3.05	3.00	3.00
Breaker the Magical Warrior	UR	23.00	20.00▲	16.25
Burning Beast	C	0.25	0.25	0.20
Cat's Ear Tribe	R	3.05	3.00	3.00
Chaos Command Magician	UR	23.00	18.00▲	15.00
Cliff the Trap Remover	SP	2.75	1.25▼	0.90
Combination Attack	R	3.30	3.00	3.00
Continuous Destruction Punch	R	3.05	3.00	3.00
D.D. Crazy Beast	R	3.05	3.00	3.00
Dark Blade	R	4.25	3.35▲	3.00
Dark Cat with White Tail	C	0.25	0.25	0.20
Dark Core	R	3.05	3.00	3.00
Dark Magician Girl	SCR	43.00	39.00▲	30.00
Dark Paladin the Ultimate Magical Swordsman	UR	25.00	23.00▲	17.25
Decayed Commander	C	0.25	0.25	0.20
Demotion	SP	2.75	1.00▼	0.90
Des Dendle	C	0.25	0.25	0.20
Des Koala	R	3.05	3.00	3.00
Diffusion Wave-Motion	SCR	30.00	25.00	24.00
Dimension Jar	SSP	4.20	1.50▼	0.80
Disarmament	C	0.25	0.25	0.20
Double Spell	UR	18.00	17.00▲	15.00
Dramatic Rescue	R	3.05	3.00	3.00
Emblem of Dragon Destroyer	C	0.25	0.25	0.20
Exhausting Spell	C	0.25	0.25	0.20
Formation Union	C	0.25	0.25	0.20
Freezing Beast	C	0.25	0.25	0.20
Frontline Base	C	0.25	0.25	0.20
Gather Your Mind	C	0.25	0.25	0.20
Giant Orc	C	0.35	0.25	0.20
Great Angus	C	0.25	0.25	0.20
Great Phantom Thief	R	3.05	3.00	3.00
Helping Robo For Combat	R	3.05	3.00	3.00
Hidden Book of Spell	C	0.25	0.25	0.20
Huge Revolution	C	0.25	0.25	0.20
Jar Robber	C	0.25	0.25	0.20
Kaiser Colosseum	C	0.25	0.25	0.20
Kiryu	C	0.25	0.25	0.20
Kishido Spirit	C	0.35	0.25	0.20
Koitsu	C	0.35	0.25	0.20
Luster Dragon	UR	24.00	20.00▲	16.75
Magical Marionette	C	0.25	0.25	0.20
Magical Merchant	C	0.25	0.25	0.20
Magical Plant Mandragola	C	0.25	0.25	0.20
Magical Scientist	C	0.35	0.25	0.20
Mass Driver	C	0.25	0.25	0.20
Mega Ton Magical Cannon	R	3.05	3.00	2.75
Metalsilver Armor	C	0.25	0.25	0.20
Meteorain	C	0.35	0.25	0.20
Miracle Restoring	C	0.25	0.25	0.20
My Body As A Shield	C	0.25	0.25	0.20
Neko Mane King	C	0.25	0.25	0.20
Old Vindictive Magician	C	0.25	0.25	0.20
Oppressed People	C	0.35	0.25	0.20
Paladin of White Dragon	UR	25.00	20.00▼	15.00
People Running About	C	0.25	0.25	0.20
Physical Double	C	0.25	0.25	0.20
Pigeonholing Books of Spell	SP	2.75	1.00▼	0.45
Pineapple Blast	C	0.25	0.25	0.20
Pitch-Black Power Stone	SP	3.50	1.50▼	0.90
Pitch-Dark Dragon	C	0.25	0.25	0.20
Pixie Knight	C	0.25	0.25	0.20
Poison of the Old Man	C	0.25	0.25	0.20
Raregold Armor	C	0.25	0.25	0.20
Remove Brainwashing	C	0.35	0.25	0.20
Rivalry of Warlords	C	0.25	0.25	0.20
Roulette Barrel	C	0.25	0.25	0.20
Royal Magical Library	C	0.25	0.25	0.20
Second Goblin	C	0.25	0.25	0.20
Secret Barrel	SP	2.75	1.00▼	0.90
Senri Eye	SP	2.75	1.00▼	0.90
Skilled Dark Magician	SR	12.00	10.00	9.75
Skilled White Magician	SR	12.00	10.00▲	9.00
Sonic Duck	C	0.25	0.25	0.20
Spell Canceller	UR	20.00	15.50	15.00
Spell Shield Type-8	SR	10.50	9.50▲	8.50
The Spell Absorbing Life	C	0.35	0.25	0.20
Thunder of Ruler	C	0.25	0.25	0.20
Tribe-Infecting Virus	SR	10.00	9.00▲	8.25
Tribute Doll	R	3.30	3.00	3.00
Ultimate Obedient Fiend	SP	2.75	1.50▼	0.90
Union Rider	C	0.25	0.25	0.20
United Resistance	C	0.25	0.25	0.20
Vampire Orchis	C	0.25	0.25	0.20
Wave-Motion Cannon	SP	2.75	1.50▼	0.90
White Dragon Ritual	C	0.35	0.25	0.20
X-Head Cannon	SR	15.00	10.50	9.00
XY-Dragon Cannon	UR	25.00	19.00▼	15.75
XYZ-Dragon Cannon	UR	26.00	20.00▼	17.75
XZ-Tank Cannon	SR	15.25	11.00	9.00
Y-Dragon Head	SR	15.00	10.50	9.00
YZ-Tank Dragon	SR	15.25	11.00	9.00
Z-Metal Tank	SR	15.25	10.00	9.00
Zombie Tiger	C	0.25	0.25	0.20
Total		531.70	432.45	373.25

SPECIAL SETS & PROMOS

TOURNAMENT PACK 1 (30 cards)

Tournament Pack 1 Set		345.00	300.00	255.00
Tournament Pack 1 Booster Pack		18.75	16.00▲	10.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Axe Raider	SR	36.00	31.00▼	26.00
Bean Soldier	C	3.25	3.00	1.65
Beastking of the Swamps	R	25.00	20.00▲	16.75
Blue Medicine	R	14.25	11.75▼	7.75
Burning Spear	R	13.75	10.00▲	8.50
Cockroach Knight	C	3.50	3.00	1.25
Corroding Shark	C	3.25	3.00	1.25
Cyber Soldier of Darkworld	C	3.25	3.00	1.65
Elf's Light	R	13.25	12.00▲	9.75
Giant Flea	C	3.50	3.00	1.25
Goddess with the Third Eye	R	28.00	24.00▲	21.00
Gust Fan	R	15.00	8.00	7.50
Hercules Beetle	C	3.50	3.00	1.65
Kuwagata	C	3.25	3.00	1.25
Kwagar Hercules	SR	34.00	28.00▲	26.00
Mechanicalchaser	UR	120.00	100.00▼	93.00
Oscillo Hero	C	4.00	3.00	1.50
Oscillo Hero #2	C	3.25	3.00	1.25
Patrol Robo	SR	39.00	34.00▲	25.00
Raimei	R	15.00	13.25	9.25
Shining Friendship	C	5.25	3.50	2.40
Steel Shell	R	15.00	11.00▲	7.50
The Judgement Hand	C	4.00	3.00	1.25
The Statue of Easter Island	C	4.00	3.00	1.50
Tiger Axe	R	18.75	10.50▲	8.00
Versago the Destroyer	R	28.00	25.00▲	16.50
White Hole	SR	34.00	31.00▲	28.00
Winged Dragon, Guardian of the Fortress #2	C	3.50	3.00	2.40
Wodan the Resident of the Forest	C	3.25	3.00	1.25
Wow Warrior	C	3.25	3.00	1.25

TOURNAMENT PACK 2 (30 cards)

Tournament Pack 2 Set		335.00	270.00▲	215.00
Tournament Pack 2 Booster Pack		14.25	14.00	11.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Beautiful Headhuntress	R	15.75	9.00	8.25
Call of the Grave	SR	27.00	19.00▲	16.00
Crawling Dragon #2	C	4.65	3.00	2.40
Dancing Elf	C	3.25	3.00	2.40
Dharma Cannon	C	4.00	3.00	2.40
Dokurorider	R	16.50	9.00▲	7.75
Dragon Seeker	SR	39.00	27.00▲	23.00
Exile of the Wicked	SR	29.00	20.00▲	16.50
Faith Bird	C	3.25	3.00	2.40
Garoozis	C	4.25	3.00	2.40
Giant Red Seasnake	SR	38.00	28.00▲	25.00
Maiden of the Moonlight	C	4.25	3.00	2.40
Mikazukinoyaiba	R	12.75	10.00	9.00
Morphing Jar	UR	125.00	110.00▲	85.00
Mystical Sheep #1	R	19.25	15.50▲	8.00
Novox's Prayer	R	12.75	10.00▲	8.00
Parrot Dragon	C	4.00	3.50	1.75
Queen of Autumn Leaves	C	4.25	3.00	2.40
Revival of Dokurorider	R	11.50	8.00	7.25
Skull Guardian	R	19.75	13.75▼	9.00
Sky Dragon	C	5.00	3.75▼	2.40
Sonic Maid	R	10.00	10.00	7.50
Soul of the Pure	R	10.50	8.00▼	8.00
Spirit of the Books	C	3.25	3.00	2.40
Stuffed Animal	C	3.00	3.00	2.40
Takuhee	C	3.25	3.00	2.40
Turu-Purun	C	3.25	3.00	2.40
Two-Headed King Rex	C	3.50	3.00	2.40
Warrior of Tradition	R	8.00	8.00	8.00
Water Magician	C	3.25	3.00	2.40

YU-GI-OH! COLLECTOR'S TINS

Joey Tin (B Skull Dragon)	Ser.1	69.00	52.00	51.00
Joey Tin (Gearfried)	Ser.2	30.00	25.00▼	19.75
Joey Tin (Jinzo)	Ser.2	47.00	40.00▼	38.00
Joey Tin (Red Eyes Black Dragon)	Ser.1	56.00	51.00	40.00
Kaiba Tin (Blue Eyes White Dragon)	Ser.1	50.00	44.00▼	39.00
Kaiba Tin (Blue-Eyes)	Ser.2	36.00	30.00	28.00
Kaiba Tin (Lord of Dragons)	Ser.1	40.00	39.00	33.00
Kaiba Tin (XYZ)	Ser.2	39.00	35.00▼	31.00
Yugi Tin (Buster Blader)	Ser.2	35.00	30.00▲	28.00
Yugi Tin (Dark Magician)	Ser.1	40.00	37.00▲	31.00
Yugi Tin (Dark Magician)	Ser.2	33.00	30.00	25.00
Yugi Tin (Summoned Skull)	Ser.1	40.00	38.00▼	33.00

McDONALDS PROMO SET

McDonalds Promo Set (15 cards)		50.00	46.00	42.00
McDonalds Promo Booster Pack		8.00	5.00▲	3.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Cosmo Queen	UR	30.00	25.00▲	19.75
Dark-Piercing Light	SR	11.00	10.00	6.00
Fairy's Gift	C	4.55	3.00	3.00
Flying Penguin	C	3.25	3.00	0.50
Frog the Jam	C	3.00	2.50▼	0.50
Goddess of Whim	SR	12.25	9.25▼	8.25
Megasonic Eye	C	3.00	3.00	0.50
Millennium Shield	UR	25.00	20.00▲	18.25
Stuffed Animal	C	3.25	2.50▼	0.50
Takriminos	SR	11.00	10.00▼	5.50
Three-Legged Zombies	C	3.00	2.50▼	0.50
Turtle Bird	C	3.25	2.50▼	0.50
Ushi Oni	C	4.00	3.00	2.00
Yamadron	C	3.00	3.00	0.50
Yaranzo	C	3.00	3.00	0.50

TOURNAMENT PACK 3 (20 cards)

Tournament Pack 3 Set		300.00	280.00▲	235.00
Tournament Pack 3 Booster Pack		10.50	10.00	10.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Anti Raigeki	SR	30.00	27.00▲	25.00
Axe Raider	R	16.75	8.50▲	6.50
B. Skull Dragon	SR	26.00	23.00▲	22.00
Bladefly	C	3.00	2.00▼	1.00
Dark Elf	C	4.00	3.00	1.75
Darkfire Dragon	C	3.25	2.00▼	1.75
Dragon Capture Jar	C	3.25	2.00▼	1.75
Elegant Egotist	C	3.25	2.50	1.75
Final Flame	C	3.25	2.00▼	1.00
Goblin's Secret Remedy	C	3.25	2.00▼	1.00
Horn of Heaven	SR	15.00	12.00	11.00
Karbonala Warrior	C	3.25	2.00▼	1.75
Kwagar Hercules	R	11.25	8.75▲	5.25
Little Chimera	C	3.00	2.00▼	0.90
Mechanicalchaser	SR	63.00	56.00▲	39.00
Needle Worm	UR	120.00	115.00▲	88.00
Patrol Robo	R	11.25	10.00	7.50
Pot of Greed	C	5.50	3.75	2.40
Spirit of the Harp	C	3.25	2.00▼	0.90
White Hole	R	18.50	13.00	10.00

FOIL PROMO CARDS	**SOURCE**	**UPR**	**MED**	**LOW**
Acid Trap Hole	GBoy	8.50	7.75▲	6.00
Alpha the Magnet Warrior		17.75	11.00▲	7.50
B. Skull Dragon	Tin	25.00	23.00▼	21.00
Beta the Magnet Warrior		15.50	11.25▲	10.00
Blue-Eyes White Dragon (BPT-003)	Tin	29.00	23.00	18.25
Blue-Eyes White Dragon (BPT-009)	Tin	15.00	15.00	11.50
Blue-Eyes White Dragon (DDS-001)	GBoy	46.00	37.00▲	24.00
Blue-Eyes White Dragon (JMP-001)	ShJmp	23.00	20.00▲	17.25
Buster Blader (BPT-008)	Tin	18.00	15.50▲	15.00
Buster Blader (DL1-002)		16.25	15.00▲	11.75
Dark Magician (BPT-001)	Tin	15.00	14.75▼	12.25
Dark Magician (BPT-007)	Tin	13.25	12.00	10.50
Dark Magician (DDS-002)	GBoy	26.00	23.00	15.00
Exchange		9.50	7.75▼	6.00
Exodia the Forbidden One	GBoy	46.00	40.00▼	36.00
Gamma the Magnet Warrior		13.75	10.00	7.75
Gearfried the Iron Knight	Tin	9.50	7.50▼	5.50
Graceful Dice		11.50	9.75▲	7.50
Harpie's Feather Duster		25.00	22.00▲	20.00
Harpie's Pet Dragon		37.00	30.00▲	19.50
Jinzo	Tin	28.00	21.00▼	19.00
Lord of D.	Tin	9.75	8.00	5.50
Metalmorph		37.00	28.00▲	18.25
Negate Attack		15.00	15.00	14.75
Obelisk the Tormentor (English, not playable)		46.00	35.00	32.00
Perfectly Ultimate Great Moth		21.00	20.00	14.00
Red Eyes B Dragon	Tin	30.00	30.00	25.00
Red-Eyes Black Metal Dragon		44.00	37.00▲	32.00
Riryoku		12.75	11.50	8.00
Salamandra	GBoy	9.75	7.75	6.00
Seiyaryu	GBoy	10.00	8.00	7.50
Sinister Serpent		11.75	10.00▼	8.00
Skull Dice		10.00	9.50▲	7.75
Slifer the Sky Dragon (English, not playable)		47.00	33.00▲	25.00
Summoned Skull	Tin	14.50	12.00	10.00
The Winged Dragon of Ra (English, not playable)		45.00	34.00▼	24.00
Thousand Eyes Restrict		12.00	8.75▼	6.50
Valkrion The Magna Warrior		21.00	19.00▲	11.75
XYZ-Dragon Cannon	Tin	23.00	18.75▼	13.75

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Japanese cards

Vols. 1-7 have no card numbers. SC=Secret Common; SCR=Secret Rare; PRL=Parallel Rare; ULR=Ultimate Rare

VOLUMES 1-7

VOL	TOP CARDS	RAR	UPR	MED	LOW
Booster Box			125.00	96.00▲	88.00
Booster Pack			5.75	5.50▲	4.75
Super Rare card			9.25	7.50	6.75
Rare card			7.25	5.25	3.75
Common card			0.75	0.30	0.25
V1	Dark Magician	UR	37.00	28.00	18.00
V1	Gaia The Fierce Knight	UR	32.00	20.00	14.25
V2	Curse of Dragon	UR	34.00	22.00	13.25
V3	Gaia the Dragon Knight	SCR	41.00	30.00	22.00
V3	Left Leg of the Forbidden One	UR	37.00	29.00	24.00
V3	Red-Eyes B. Dragon	UR	40.00	22.00	22.00
V4	Elegant Egotist	UR	19.25	15.00	14.00
V4	Harpie Lady Sisters	SCR	35.00	25.00	18.00
V4	Right Leg of the Forbidden One	UR	39.00	31.00	25.00
V4	Summoned Skull	UR	26.00	16.00	14.50
V5	B. Skull Dragon	SCR	41.00	30.00	23.00
V5	Change of Heart	UR	19.25	14.50	13.00
V5	Eccentric Undertaker	UR	21.00	14.50	13.75
V5	Gift for the Dead	UR	22.00	14.50	13.25
V6	Great Moth	SCR	32.00	25.00	19.50
V6	Magic Jammer	UR	16.00	15.00	14.25
V6	Thief's Pocket Knife	UR	16.00	14.50	13.00
V6	Thousand Dragon	SCR	41.00	30.00	23.00
V7	Barrel Dragon	UR	20.00	15.00	13.00
V7	Dimensional Swordsman	SCR	32.00	25.00	21.00
V7	Mirror Force	SCR	35.00	25.00	18.50

MAGIC RULER (50 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Magic Ruler Booster Box			90.00	80.00▼	79.00
Magic Ruler Booster Pack			4.00	4.00▲	3.00
Rare card		R	4.50	3.00▼	2.00
Common card		C	0.50	0.50▲	0.35
MR-02	Demon's Axe	SR	13.25	10.00▲	9.50
MR-06	Hexagram Curse	UR	15.75	15.00▼	10.50
MR-24	Demon Inquisitor	SR	10.00	9.00▼	9.00
MR-26	Palace Infiltrator	SR	10.00	9.00▼	9.00
MR-28	AM-7 Slot Machine	UR	20.00	15.50▼	15.00
MR-29	Sacrifice	UR	16.00	15.00▼	12.00
MR-45	Aggressive Guard	SR	10.00	10.00▲	9.00

PHARAOH'S SERVANT (52 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Pharaoh's Servant Booster Box			76.00	61.00▼	59.00
Pharaoh's Servant Booster Pack			4.00	3.00▼	3.00
Rare card		R	5.00	4.00	3.00
Common card		C	0.50	0.50	0.40
PS-00	Blue-Eyes Toon Dragon	SCR	25.00	21.00▼	15.75
PS-03	Horn of the Unicorn	SR	10.75	10.00	8.50
PS-04	Labyrinth Walls	SC	10.00	10.00	8.00
PS-21	Toon Mermaid	SR	10.75	10.00	10.00
PS-22	Toon Demon	UR	22.00	19.00▼	13.50
PS-24	Diamond Dragon	UR	26.00	18.00▼	10.00
PS-25	Toon World	UR	23.00	15.50▼	15.00
PS-29	Senju God	SR	11.50	9.75▼	7.00
PS-51	Apostle of Peace	SR	14.50	9.50▼	6.00

CURSE OF ANUBIS (52 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Curse of Anubis Booster Box			77.00	60.00	53.00
Curse of Anubis Booster Pack			3.50	3.00	3.00
Rare card			5.00	4.00▼	3.50
Common card			0.75	0.50	0.45
CA-00	Android Psycho Shocker	SCR	23.00	19.50▼	10.00
CA-03	Parasite	UR	20.00	15.00	11.50
CA-05	Hand Stopping Sword of Light	SR	10.00	10.00	9.25
CA-06	Linked Destruction	UR	12.00	10.00	10.00
CA-12	Call of Undead	SC	5.00	4.00	3.50
CA-16	Reflective Silver Wall	SR	10.00	9.75	9.25
CA-33	Imperial Decree	SR	10.00	9.50	9.00
CA-34	Silk Hat of Magic	SR	11.00	10.00	9.25
CA-51	Buster Blader	UR	27.00	15.50	13.50

THOUSAND EYES BIBLE (52 cards+1 variant)

#	CARD NAME	RAR	UPR	MED	LOW
Thousand Eyes Bible Booster Box			68.00	45.00	45.00
Thousand Eyes Bible Booster Pack			3.00	2.90▼	2.60
Rare card		R	4.00	4.00	4.00
Common card		C	0.90	0.50	0.35
TB-16	Recall the Monster	SR	9.50	9.00	8.00
TB-17	Warp Shift	UR	14.00	13.00	12.00
TB-21	Drain Magic	SR	11.00	10.00	9.25
TB-26	Legendary Fisherman	SR	11.50	9.50	8.25
TB-33	Thousand Eyed Wicked God	SC	12.00	11.00	9.75
TB-34	Thousand Eyed Sacrifice	ULR	29.00	28.00▼	22.00
TB-34	Thousand Eyed Sacrifice	UR	18.50	17.00▼	11.50
TB-50	Giga Magic Cyber	UR	16.00	15.00	10.50
TB-51	Gear Freed Knight	SR	8.75	8.00	6.50

LEGENO OF BLUE-EYES WHITE DRAGON (61 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Blue Eyes Booster Box			93.00	72.00▲	68.00
Blue Eyes Booster Pack			4.00	3.00▼	2.80
Rare card		R	3.25	2.00▼	2.00
Common card		C	0.75	0.50	0.40
LB-00	Celtic Guardian	SCR	25.00	14.00▼	8.25
LB-01	Blue-Eyes White Dragon	UR	22.00	18.00	16.50
LB-03	Flame Swordsman	UR	16.00	15.00	11.50
LB-05	Dark Magician	UR	15.50	15.00	12.50
LB-06	Gaia The Fierce Knight	UR	15.00	15.00	12.75
LB-51	Dark Hole	SR	11.25	8.00	6.50
LB-52	Raikeki	SR	20.00	17.50	8.50
LB-56	Fissure	SR	8.00	5.00	4.00
LB-57	Trap Hole	SR	8.50	5.00	4.00
LB-58	Polymerization	SR	15.00	12.00	8.00

PHANTOM GOD (65 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Phantom God Booster Box			75.00	69.00	60.00
Phantom God Booster Pack			3.50	3.00▼	3.00
Super Rare card		SR	7.50	7.00▼	3.50
Rare card		R	4.00	4.00	3.00
Common card		C	0.75	0.50	0.40
PG-04	Gaia The Dragon Champion	UR	27.00	20.00	17.50
PG-09	Red-Eyes B. Dragon	UR	24.00	21.00▼	15.50
PG-40	Swords of Revealing Light	UR	16.25	9.75▼	8.25
PG-58	Monster Reborn	UR	12.50	10.00	7.00
PG-61	Right Leg of the Forbidden One	SCR	29.00	24.00	18.75
PG-62	Left Leg of the Forbidden One	SCR	29.00	24.00	18.75
PG-63	Right Arm of the Forbidden One	SCR	29.00	24.00	18.75
PG-64	Left Arm of the Forbidden One	SCR	29.00	24.00	18.75
PG-65	Exodia the Forbidden One	SCR	40.00	36.00	25.00

REVIVAL OF BLACK DEMON'S DRAGON (60 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Revival Booster Box			83.00	67.00▲	57.00
Revival Booster Pack			3.00	3.00	2.85
Rare card		R	4.00	3.00	2.00
Common card		C	0.75	0.50	0.40
RB-03	Summoned Skull	UR	16.00	15.00	13.50
RB-09	Harpie Lady Sisters	UR	13.00	12.50	12.00
RB-18	B. Skull Dragon	UR	19.50	18.00▼	12.75
RB-25	Sanga of the Thunder	SR	16.00	11.75	9.75
RB-26	Kazejin	SR	11.25	11.00	9.25
RB-27	Suijin	SR	13.00	11.00	9.25
RB-36	Magician of Faith	SR	14.75	13.00	9.75
RB-57	Tribute to The Doomed	SR	9.00	8.00	6.50
RB-60	Change of Heart	UR	19.00	15.00	10.50

METAL RAIDERS (84 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Metal Raiders Booster Box			83.00	63.00▲	50.00
Metal Raiders Booster Pack			3.00	3.00	2.85
Super Rare card		SR	11.50	10.00▲	8.00
Rare card		R	4.00	4.00	3.25
Common card		C	0.90	0.50	0.35
ME-00	Time Wizard	SCR	25.00	20.00▼	16.50
ME-09	Great Moth	SR	11.00	10.50	8.50
ME-11	Thousand Dragon	UR	25.00	21.00	14.50
ME-60	Twin-Headed Thunder Dragon	SR	15.00	11.50	8.00
ME-65	Barrel Dragon	UR	17.00	15.00	13.75
ME-77	Mirror Force	UR	18.50	15.00	11.75
ME-83	Gazelle the King of Mythical Beasts	SCR	19.25	17.75	16.00

SPELL OF MASK (52 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Spell of Mask Booster Box			82.00	65.00▲	54.00
Spell of Mask Booster Pack			3.00	2.90▼	2.60
Rare card		R	4.00	4.00	4.00
Common card		C	0.90	0.50	0.35
SM-00	Masked Hellraiser	SCR	35.00	18.50▼	16.00
SM-05	Reviving Slime	SR	11.00	10.50	9.25
SM-12	Nuvia the Tempting Goddess	UR	20.00	16.00	15.00
SM-16	Mask of Powerlessness	SR	11.00	10.00	9.00
SM-17	Sacrifice Stopping Mask	UR	24.00	21.00	18.50
SM-18	Cursed Mask	SR	11.00	10.50	9.25
SM-28	Rebirth's Reward	UR	20.00	18.00	14.25
SM-33	Big Bang Girl	SR	13.25	12.50	10.75
SM-51	Blue-Eyes White Dragon	ULR	70.00	53.00	35.00

LABYRINTH OF NIGHTMARE (53 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Labyrinth of Nightmare Booster Box			79.00	67.00▲	52.00
Labyrinth of Nightmare Booster Pack			3.00	3.00	2.85
Rare card		R	10.00	5.75▲	5.00
Common card		C	0.90	0.50	0.35
LN-04	Earth Bound Spirit	SR	11.00	9.00	7.00
LN-14	Dark Necrophia	UR	28.00	25.00▼	19.00
LN-23	Zombie the Dark Hero	SC	9.00	6.50	6.00
LN-26	Last Soldier from Another World	SR	17.00	13.00	11.25
LN-29	Imperial Command	SR	18.50	12.75	9.50
LN-30	Force Field	SR	11.00	9.50	8.25
LN-37	Ouija Board	UR	24.00	19.00	12.75
LN-46	Cancel Fusion	SR	12.75	9.50	7.50
LN-53	Dark Magician	ULR	23.00	22.00	13.00

STRUGGLE OF CHAOS (51 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Struggle of Chaos Booster Box			69.00	49.00▲	46.00
Struggle of Chaos Booster Pack			3.00	2.90▼	2.60
Rare card		R	4.85	4.25▲	4.00
Common card		C	0.90	0.50	0.35
SC-01	Hades the King of the Underworld	UR	24.00	22.00▼	18.50
SC-02	Dark Altar Demon	SR	12.00	10.00	8.00
SC-09	Red Cyclops	SC	8.25	7.50	6.50
SC-16	Undefeated General Freed	UR	19.50	16.00▼	14.00
SC-19	Dragon Warrior	SR	10.00	9.00	8.00
SC-34	Tyrant Dragon	UR	30.00	25.00▼	20.00
SC-39	Demon Dragon	SR	9.75	9.25	8.75
SC-50	Emerald Dragon	SR	18.00	15.00	10.00
SC-51	Summon Demon	ULR	56.00	36.00	35.00

BOOSTER CHRONICLE (81 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Booster Chronicle Booster Box			95.00	75.00▼	60.00
Booster Chronicle Booster Pack			3.00	2.80	2.50
Rare card		R	4.00	3.95	3.00
Common card		C	0.65	0.50	0.45
BC-00	Impenetrable Defense General	SCR	18.00	15.00▼	14.00
BC-21	Axe Raider	UR	16.25	11.75	8.50
BC-29	Mech Hunter	SR	12.00	9.25▼	8.25
BC-34	Gemini Elf	UR	23.00	16.50▼	15.25
BC-44	Angel's Gift	SR	12.00	10.50	9.00
BC-46	Twin-Headed King Rex	UR	18.50	13.00	7.75
BC-59	Devil Franken	SR	8.00	6.75	6.00
BC-71	Metal Pot	SR	36.00	12.75	10.00
BC-72	Penguin Soldier	SR	10.00	8.00	7.00
BC-75	Imperial Domination	SR	10.00	6.50	6.00

MYTHOLOGICAL AGE (52 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Mythological Age Booster Box			68.00	44.00▼	40.00
Mythological Age Booster Pack			3.00	2.80	2.50
Rare card		R	6.00	5.00	4.00
Common card		C	0.50	0.50	0.50
MA-11	Nurse Angel Lily	SC	13.25	8.50	6.25
MA-13	Perseus the Holy Knight	SR	12.00	10.50	10.00
MA-18	Divine Thunder Emperor	UR	21.00	20.00	20.00
MA-19	Serpent with Eight Heads	UR	24.00	22.00	19.75
MA-22	Fire Starter	UR	20.00	18.00▼	13.75
MA-23	Asura	SR	11.00	10.00	9.00
MA-39	Magic Gardner	SR	10.50	9.25	7.75
MA-51	Final Battle!	SR	11.00	10.00	7.00
MA-52	Black Demon Dragon	ULR	41.00	31.00	24.00

PHARAONIC GUARDIAN (53 cards)

#	CARD NAME	RAR	UPR	MED	LOW
Pharaonic Guardian Booster Box			84.00	60.00▲	43.00
Pharaonic Guardian Booster Pack			3.00	2.80	2.50
Rare card		R	5.00	4.50	4.00
Common card		C	0.50	0.50	0.50
PH-00	Nosferatu Lich	SCR	24.00	20.00	16.00
PH-08	Handmaiden of the Sea God	SC	9.50	7.00	5.00
PH-13	Pollen Alien	SR	8.25	6.50	5.50
PH-15	Severing Samurai	SR	14.00	13.00	11.00
PH-20	De Zart the Supreme God	UR	17.00	16.00	15.00
PH-25	Sphinx Guardian	UR	20.00	19.00	15.50
PH-29	Don Zaruug	UR	22.00	18.00	16.00
PH-32	Book of Prohibited Life Magic	SR	13.00	8.00	8.00
PH-45	Pagan's Golden Idol	SR	11.00	8.00	8.00
PH-52	Gaia The Fierce Knight	ULR	57.00	37.00	18.00

NEW RULER (56 cards+5 variants)

#	TOP CARDS	RAR	UPR	MED	LOW
New Ruler Booster Box			82.00	60.00▲	43.00
New Ruler Booster Pack			3.00	2.80	2.50
Ultra Rare card		UR	13.00	12.00▼	12.00
Super Rare card		SR	8.75	7.75▼	7.25
Rare card		R	4.00	4.00	3.00
Common card		C	0.50	0.50	0.50
301-06	Hell Poet	PRL	22.00	16.50	11.00
301-32	Valley of the Kings	PRL	22.00	16.50	11.50
301-51	Lava Golem	ULR	43.00	22.00	17.00
301-51	Lava Golem	SCR	25.00	22.00	18.00
301-52	Viser Shock	ULR	21.00	19.00▼	10.75
301-52	Viser Shock	SCR	25.00	19.00▼	15.75
301-53	Quiz	SCR	22.00	20.00	16.00
301-54	Life Line	SCR	33.00	20.00	16.00
301-56	Red-Eyes B. Dragon	ULR	55.00	55.00	21.00

ADVENT OF UNION (55 cards+8 variants)

#	CARD NAME	RAR	UPR	MED	LOW
Booster Box			58.00	43.00▼	38.00
Booster Pack			3.20	2.50▼	2.20
Ultra Rare card		UR	13.25	12.00▼	10.75
Super Rare card		SR	8.50	7.75▼	7.25
Rare card		R	3.40	3.00	2.75
Common card		C	0.50	0.35	0.20
302-005	Y-Dragon Head	PRL	23.00	20.00	16.50
302-020	Magic Nullifier	PRL	24.00	20.00	16.00
302-026	Knight of White Dragon	PRL	42.00	33.00	22.00
302-051	XY-Dragon Cannon	SCR	21.00	20.00	19.50
302-052	XYZ-Dragon Cannon	SCR	25.00	22.00	20.00
302-053	XZ Dragon Cannon	SCR	25.00	21.00	19.50
302-054	YZ Dragon Cannon	SCR	25.00	21.00	19.50
302-055	Barrel Dragon	SCR	21.00	20.00	19.25
302-055	Barrel Dragon	ULR	26.00	17.00	17.00

DUELIST LEGACY 1 (137 cards+4 variants)

#	TOP CARDS	RAR	UPR	MED	LOW
Booster Box			78.00	75.00	65.00
Booster Pack			3.85	3.30▼	2.55
Super Rare card		SR	8.50	7.50▼	6.50
Rare card		R	4.00	3.50	2.95
Common card		C	0.50	0.35	0.20
DL1-000	Black Robed Sage	ULR	39.00	26.00	22.00
DL1-018	Relinquished	PRL	23.00	20.00	17.50
DL1-018	Relinquished	UR	17.25	15.00	13.75
DL1-087	Blue Eyes Toon Dragon	PRL	28.00	24.00	20.00
DL1-087	Blue Eyes Toon Dragon	UR	19.50	17.00	15.75
DL1-090	Jinzo	PRL	25.00	22.00	22.00
DL1-090	Jinzo	UR	23.00	19.25▼	16.50
DL1-135	Buster Blader	PRL	17.75	16.00	12.75
DL1-135	Buster Blader	UR	17.25	15.00	13.75
DL1-136	Big Shield Guardian	ULR	39.00	29.00	24.00

DUELIST LEGACY 2 (137 cards+4 variants)

#	TOP CARDS	RAR	UPR	MED	LOW
Booster Box			81.00	65.00▼	46.00
Booster Pack			3.90	3.80	2.80
Ultra Rare card		UR	16.50	14.75	14.25
Super Rare card		SR	7.75	6.50	5.75
Rare card		R	3.25	3.00	2.95
Common card		C	0.50	0.35	0.20
DL2-000	Executioner Makura	ULR	47.00	38.00	30.00
DL2-001	Blue Eyes White Dragon	PRL	28.00	17.50	13.25
DL2-005	Dark Magician	PRL	23.00	17.00	12.00
DL2-050	Red Eyes Black Dragon	PRL	24.00	18.50	14.75
DL2-050	Red Eyes Black Dragon	UR	22.00	19.00	16.75
DL2-089	Exodia the Forbidden One	PRL	40.00	21.00	20.00
DL2-089	Exodia the Forbidden One	UR	30.00	21.00	18.00
DL2-136	Exchange	ULR	46.00	34.00	23.00

DUELIST LEGACY 3 (136 cards+4 variants)

#	TOP CARDS	RAR	UPR	MED	LOW
Booster Box			85.00	68.00▼	46.00
Booster Pack			3.90	3.85	2.80
Super Rare card		SR	9.25	8.50	7.50
Rare card		R	3.25	3.00	2.95
Common card		C	0.50	0.35	0.20
DL3-030	Thousand-Eyes Restrict	PRL	23.00	16.00	12.50
DL3-030	Thousand-Eyes Restrict	UR	23.00	18.00	13.50
DL3-049	The Masked Beast	PRL	23.00	16.75	13.00
DL3-049	The Masked Beast	UR	17.50	15.25	14.75
DL3-063	Torrential Tribute	PRL	14.50	11.00	9.25
DL3-063	Torrential Tribute	UR	22.00	16.50	13.25
DL3-097	Dark Necrofear	PRL	23.00	15.75	11.50
DL3-097	Dark Necrofear	UR	24.00	18.75	13.25
DL3-136	Blade Knight	ULR	32.00	21.00	18.50

DUELIST LEGACY 4 (136 cards+4 variants)

#	TOP CARDS	RAR	UPR	MED	LOW
Booster Box			85.00	67.00▼	49.00
Booster Pack			4.15	3.00▼	1.95
Super Rare card		SR	9.50	7.00	6.00
Rare card		R	3.75	3.00	3.00
Common card		C	0.45	0.25	0.25
DL4-055	Barrel Dragon	PRL	26.00	17.50	14.75
DL4-055	Barrel Dragon	UR	25.00	23.00	18.75
DL4-067	Mirror Force	PRL	18.75	13.50	12.00
DL4-067	Mirror Force	UR	25.00	22.00	17.25
DL4-123	Impenetrable Defense General	PRL	23.00	15.00	11.50
DL4-123	Impenetrable Defense General	UR	26.00	25.00	23.00
DL4-129	Vampire Lord	PRL	27.00	19.00	14.25
DL4-129	Vampire Lord	UR	24.00	22.00	20.00
DL4-136	Insect Queen	ULR	32.00	21.00	18.75

MASTER OF DARK MAGIC (54 cards+4 variants)

#	CARD NAME	RAR	UPR	MED	LOW
Booster Box			89.00	68.00▼	50.00
Booster Pack			4.10	3.25▼	2.35
Ultra Rare card		UR	21.00	17.00▲	14.25
Super Rare card		SR	9.25	8.00	7.25
Rare card		R	3.25	3.00	3.00
Common card		C	0.30	0.25	0.25
303-007	Amazoness Sword	PRL	24.00	16.00	10.50
303-014	Chaos Command Magician	PRL	26.00	16.50	11.00
303-017	Breaker the Magical Warrior	PRL	24.00	16.00	10.00
303-051	Dark Paladin the Ultimate Magical Swordsman	SCR	23.00	19.50	15.50
303-051	Dark Paladin the Ultimate Magical Swordsman	ULR	22.00	18.00	18.00
303-052	Double Spell	SCR	30.00	21.00	12.50
303-053	Diffusion Wave-Motion	SCR	24.00	18.50	12.50
303-054	Buster Blader	ULR	18.00	17.00▲	14.00

SPECIAL SETS & PROMOS

Dark Ceremony Edition Pack			36.00	29.00▲	22.00
EX-R Deck Set (2 decks+video)			59.00	40.00▼	39.00
Limited Edition 1 Pack (3 foil cards)			76.00	52.00	35.00
Limited Edition 2 Pack (3 foil cards)			51.00	43.00▼	33.00
Limited Edition 3 Pack (3 foil cards)			27.00	26.00▲	23.00
Limited Edition 4 Pack (3 foil cards)			30.00	30.00	24.00
Premium Pack 1 pack (5 foil cards)			80.00	75.00▼	69.00
Premium Pack 2 pack (8 foil cards)			60.00	38.00▲	31.00
Premium Pack 3 pack (5 foil cards)			42.00	34.00	24.00
Premium Pack 4 pack (6 foil cards)			10.25	7.00▼	5.75
Premium Pack 5 pack (6 foil cards)			23.00	18.50▲	13.50
Structure Deck: Joey			67.00	52.00▲	31.00
Structure Deck: Kaiba			150.00	80.00▲	51.00
Structure Deck: Pegasus			69.00	60.00	32.00
Structure Deck: Yugi			82.00	72.00▼	51.00
Yu-Gi-Oh! Collector's Tin			35.00	20.00▼	17.50
TOP DARK CEREMONY CARDS		RAR	UPR	MED	LOW
Soldier of Chaos		SR	28.00	20.00▼	11.00
Ritual of Chaos		SR	17.00	13.00	10.25
Zera		SR	28.00	11.00▼	10.00
Super War Lion		SR	19.00	14.00	12.00
Ritual of the Lion		SR	12.00	10.00	6.00
Fortress Whale		SR	15.00	11.00▲	7.50
#	TOP PREM. PACK CARDS	RAR	UPR	MED	LOW
P1	Time Magician	SCR	25.00	25.00	17.00
P1	Sealed Exodia	UR	46.00	31.00	16.25
P3-01	Blue Eyes Ultimate Dragon	SR	50.00	39.00	26.00
P3-02	Black Meteor Dragon	PRL	32.00	32.00	23.00
P3-02	Black Meteor Dragon	SR	19.75	19.00	15.25
P3-07	Magician of Black Chaos	SR	24.00	19.50	18.00
P3-08	Gate Guardian	PRL	51.00	28.00	23.00
P3-09	Meteor Dragon	PRL	23.00	20.00	17.00
P5-07	Red Eyes Black Metal Dragon	PRL	30.00	23.00	22.00
P5-07	Red Eyes Black Metal Dragon	UR	20.00	20.00	20.00
#	TOP PRDMO CARDS	RAR	UPR	MED	LDW
G2-05	Ultimate Evolutionary Moth	SCR	140.00	17.00	11.25
G3-01	Dunamitsu Valkyrie	SCR	19.00	16.00	14.25
G3-09	Insect Queen	UR	15.75	13.00▲	8.75
G4-01	Saint Dragon Osiris	SCR	23.00	20.00▼	13.00
G4-02	God of Obelisk	SCR	25.00	18.25▼	16.00
G4-03	Sun God Dragon	SCR	25.00	25.00	22.00
G5-01	Black-Robed Sage	SCR	25.00	19.00▼	14.25
G5-02	Big Shield Guardian	SCR	19.25	15.50▼	12.00
G6-01	Death Vorutsugarufu	SCR	25.00	21.00	14.00
G6-02	Toon Black Magician Girl	SCR	27.00	20.00▼	18.50
G6-03	Universe Iguzaron	SCR	20.00	19.00▼	15.00
G6-04	Lightning Gilford	SCR	22.00	20.00	14.00
GB7-01	Elemental God Dragon	SCR	49.00	25.00	25.00
GB7-03	Dragon Knight Master	SCR	49.00	27.00▲	25.00
GB8-001	Dark Magician Knight	SCR	25.00	21.00	13.75
S1-01	Devilzoa	UR	33.00	18.00▲	8.50
S1-03	Metal Devilzoa	SCR	55.00	14.00	14.00
S1-04	Red Eyes Black Metal Dragon	SCR	67.00	15.00	14.50
S1-05	Harpy's Pet Dragon	UR	32.00	19.00	7.75
S2-01	Oberon the King of Fairies	SCR	25.00	15.00	14.50
S2-02	Cypher Scout	SCR	19.50	13.75▲	12.00
S2-04	Electromagnetic Insect	SCR	17.50	15.00	14.50
S2-05	Rigorous Reaver	SCR	25.00	15.00	14.50

COLLISION (130 cards)

Starter Box		90.00	90.00	89.00
Booster Box		90.00	90.00	83.00
Starter Deck		10.50	10.00	9.75
Booster Pack		3.50	3.25	2.90
Dragoon, Champion's Beyblade	pr	8.75	7.50	6.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Adoring Fans	X	1.15	0.75	0.65
Adrenaline Surge	C	0.25	0.25	0.20
All In It Together	R	3.00	3.00	3.00
Awesome Power	R	3.00	3.00	3.00
Back From the Brink	R	3.00	3.00	3.00
Bad Company	C	0.25	0.25	0.20
Bat Attack	C	0.25	0.25	0.20
Batranzer, Swooping Beyblade	U	0.90	0.75	0.65
Battle Record	C	0.25	0.25	0.20
Blading Team	XR	10.50	6.00	6.00
Bounce Back	U	0.90	0.75	0.65
Breaking Free	R	3.00	3.00	3.00
Busting Out	R	3.00	3.00	3.00
Caged	R	3.00	3.00	3.00
Careful Focus	C	0.25	0.25	0.20
Chameleon, Tricky Enemy	R	3.00	3.00	3.00
Cheering You On	C	0.25	0.25	0.20
Chilling Roar	R	3.00	3.00	3.00
Circling the Stadium	R	3.00	3.00	3.00
Clever Tactic	C	0.25	0.25	0.20
Coming Back for More	X	1.15	0.75	0.65
Coming In Fast	X	1.15	0.75	0.65
Controlled Defense	C	0.25	0.25	0.20
Controlled Response	C	0.25	0.25	0.20
Cutting Deep	R	3.00	3.00	3.00
Daryl, Trash Talker	C	0.25	0.25	0.20
Darylanzer, Hydro Beyblade	U	0.90	0.75	0.65
Defense of the Turtle	U	0.90	0.75	0.65
Determined to Win	U	0.90	0.75	0.65
Digging In	U	0.90	0.75	0.65
Dizzi, Problem Solver	XR	10.75	6.50	6.25
Draciel, Max's Beyblade	R	3.00	3.00	3.00
Dragoon, Tyson's Beyblade	X	1.15	0.75	0.65
Dranzer, Kai's Beyblade	X	1.15	0.75	0.65
Driger, Ray's Beyblade	R	3.00	3.00	3.00
Dunga, Hothead	U	0.90	0.75	0.65
Electric Shock	U	0.90	0.75	0.65
Energy Unleashed	XR	10.50	6.00	6.00
Evenly Matched	U	0.90	0.75	0.65
Exhausted	U	0.90	0.75	0.65
Facing Off	R	3.00	3.00	3.00
Faking Sick	C	0.25	0.25	0.20
Figel, Tough Challenger	X	1.15	0.75	0.65
Figelanzer, Swirling Beyblade	U	0.90	0.75	0.65
Fighting the Tide	R	3.00	3.00	3.00
Fond Memories	XR	10.50	6.00	6.00
Force of the Dragon	U	0.90	0.75	0.65
Gathering Information	C	0.25	0.25	0.20
Gathering Steam	U	0.90	0.75	0.65
Going Over the Data	C	0.25	0.25	0.20
Grandpa, Martial Arts Master	X	1.15	0.75	0.65
Guppie, Rookie Beyblade	U	0.90	0.75	0.65
Helpful Advice	XR	15.50	6.00	6.00
High-Speed Chase	R	3.00	3.00	3.00
Hilary, Tag-Along	R	3.00	3.00	3.00
Hilary's Barbeque	U	0.90	0.75	0.65
In Danger	C	0.25	0.25	0.20
Is That All You Got?	R	3.00	3.00	3.00
Joseph, Shadowy Sneak	R	3.00	3.00	3.00
Jump Out of Harm's Way	C	0.25	0.25	0.20
Just Leave Me Alone, Okay?	C	0.25	0.25	0.20
Kai, Focused Fighter	XR	11.00	7.00	6.50
Kenny, Resident Genius	X	1.15	0.75	0.65
Kicking Up Dust	R	3.00	3.00	3.00
Kidnapping	R	3.00	3.00	3.00
Knocked Away	C	0.25	0.25	0.20
Knockout Blow	U	0.90	0.75	0.65
Late As Usual	C	0.25	0.25	0.20
Let Him Go	C	0.25	0.25	0.20
Loop Back Around	C	0.25	0.25	0.20
Lunch	U	0.90	0.75	0.65
Making Repairs	U	0.90	0.75	0.65
Mariam, Wild Spirit	X	1.15	0.75	0.65
Max, Team Player	R	3.00	3.00	3.00
Microphone Feedback	U	0.90	0.75	0.65
Might of the Phoenix	U	0.90	0.75	0.65
Mr. Dickenson, Head of the BBA	XR	10.75	6.50	6.25
Ms. Kincaid, School Teacher	C	0.25	0.25	0.20
Near Miss	C	0.25	0.25	0.20
New Recruit	R	3.00	3.00	3.00
No Way!	U	0.90	0.75	0.65
Not Getting Along	C	0.25	0.25	0.20
Operation Rock-fall	R	3.00	3.00	3.00
Outclassed	C	0.25	0.25	0.20
Ozuma, Leader of the Saint Shields	C	0.25	0.25	0.20
Patrick, Announcer	U	0.90	0.75	0.65
Picking Up Speed	U	0.90	0.75	0.65
Power of the Tiger	U	0.90	0.75	0.65
Practice Makes Perfect	XR	16.00	7.00	6.50
Pumping Iron	U	0.90	0.75	0.65
Pushed to the Edge	U	0.90	0.75	0.65
Race Down the Rail	R	3.00	3.00	3.00
Raspberry	X	1.15	0.75	0.65
Ray, Skilled Athlete	R	3.00	3.00	3.00
Record It for Later	C	0.25	0.25	0.20
Reflect On Your Loss	C	0.25	0.25	0.20
Removing Obstacles	C	0.25	0.25	0.20
Ronnie, Annoying Announcer	U	0.90	0.75	0.65
Sabel Cobra, Magtram Beyblade	R	3.00	3.00	3.00
Sandwiches	U	0.90	0.75	0.65
Sharp Turn	R	3.00	3.00	3.00
Slammed Into the Wall	C	0.25	0.25	0.20
Slide Out of Danger	C	0.25	0.25	0.20
Snakey, Mean Opponent	R	3.00	3.00	3.00
Solid Game Plan	C	0.25	0.25	0.20
Sprained Ankle	U	0.90	0.75	0.65
Study Your Opponent	U	0.90	0.75	0.65
Surprise Attack	U	0.90	0.75	0.65
Swimming Upstream	R	3.00	3.00	3.00
Take-Charge Strategy	C	0.25	0.25	0.20
Taking Out the Trash	C	0.25	0.25	0.20
Team Spirit	XR	11.00	7.00	6.50
Tearing It Up	U	0.90	0.75	0.65
The Bat, Dark Attacker	U	0.90	0.75	0.65
The Chameleon, Invisible Beyblade	R	3.00	3.00	3.00
The Men in Black, Gideon's Thugs	XR	11.25	7.50	6.75
The Roar of the Crowd	C	0.25	0.25	0.20
This Isn't Over Yet, Pal	R	3.00	3.00	3.00
Tied Up	XR	11.00	7.00	6.50
Timmy, Young Blader	C	0.25	0.25	0.20
Total Destruction	C	0.25	0.25	0.20
Training Regimen	U	0.90	0.75	0.65
Tyson, Eager Champion	R	3.00	3.00	3.00
Watching from the Trees	R	3.00	3.00	3.00
Well-Rounded Training	R	3.00	3.00	3.00
Whirlwind Defense	U	0.90	0.75	0.65
Wyatt, Young Student	R	3.00	3.00	3.00
You Make the First Move	XR	11.00	7.00	6.50
Your Team is Behind You	R	3.00	3.00	3.00
Zigzag Move	U	0.90	0.75	0.65
Total		300.65	231.00	220.85

CONTAGION (130 cards)

Starter Box		100.00	96.00▲	93.00
Booster Box		91.00	89.00▲	87.00
Starter Deck		11.25	10.00	9.50
Booster Pack		3.30	3.00	3.00
Uncommon card		1.00	1.00	0.90
Common card		0.25	0.20	0.10
Fixed card (X)		2.00	1.50	0.90
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Albert	XR	8.25	7.50▲	7.00
Axe Bomber	R	3.35	3.05	3.00
Bear	XR	11.25	9.25▲	7.25
BT	XR	13.00	12.50▲	9.00
Crim	XR	19.25	10.25▲	7.25
Critical!	R	3.35	3.05	3.00
Dark Rider	R	4.00	3.55▲	3.10
Dark Witch	R	5.00	3.10▲	3.00
Data Drain	R	3.35	3.05	3.00
Dryad's Sword	R	3.45	3.05	3.00
Escape	R	3.35	3.05	3.00
Fire Witch	R	4.25	3.55▲	3.10
Firedrake Mail	R	3.35	3.05	3.00
Frost Armor	R	3.35	3.05	3.00
Gale of Swords	R	3.45	3.05	3.00
Game Over	R	3.20	3.05	3.00
Goblin Night	R	4.15	3.55▲	3.10
Gott Statue	R	3.20	3.05	3.00
Halloween	R	3.45	3.05	3.00
Hammer Shark	R	3.35	3.05	3.00
Hell Hound	R	4.00	3.55▲	3.10
Hell's Gate	R	4.00	3.10▲	3.00
Jester's Wand	R	3.45	3.05	3.00
Jinsaran	R	3.35	3.05	3.00
Juk Wipe	R	3.35	3.05	3.00
La Repth	R	3.35	3.05	3.00
Mantis	R	3.20	3.05	3.00
Martina	XR	12.00	8.00▼	6.75
Mimiru	XR	16.75	9.75▲	7.25
Noisy Wisp	R	3.20	3.05	3.00
Ogre	R	3.65	3.30▲	3.10
Parasite Dragon	XR	15.50	10.00▼	6.25
Phoenix Queen	XR	12.50	9.00	6.00
Red Scissors	R	3.35	3.05	3.00
Resurrect	R	4.00	3.10▲	3.00
Rue Tornado	R	3.35	3.05	3.00
Skeith	XR	12.00	8.00▼	7.75
Sora	XR	17.75	12.50▲	7.25
Sprite Ocarina	R	3.20	3.05	3.00
Strormer Spear	R	3.20	3.05	3.00
Subaru	XR	16.50	11.50▲	8.75
Tetra Armor	XR	8.25	7.50▲	7.00
Water Witch	R	3.60	3.05	3.00
Woman in White	R	3.50	3.10▲	3.00
Collapsed, Smiling, Remnant	R	3.20	3.05	3.00
Cursed, Despaired, Paradise	R	3.20	3.05	3.00
Quiet, Eternal, White Devil	R	3.20	3.05	3.00

HT=High Tech card

SAIYAN SAGA (250 cards)

Saiyan Saga Set		285.00	275.00▼	260.00
Saiyan Saga Foil Set		405.00	385.00▼	365.00
Saiyan Saga Starter Box		75.00	75.00	75.00
Saiyan Saga Booster Box		69.00	55.00▼	40.00
Saiyan Saga Starter Deck		11.25	10.00▼	9.50
Saiyan Saga Booster Pack		3.00	3.00	2.30
Rare card		3.25	3.00	2.65
Uncommon card		1.00	1.00	0.70
Common card		0.45	0.25	0.15
Fixed card (X)		1.90	1.25	0.95
Rare foil card		7.75	6.00	5.25
Uncommon foil card		3.00	2.50	2.00
Common foil card		1.00	1.00	0.65
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Earth Dragon Ball 6	R	11.50	9.50▲	8.50
Earth Dragon Ball 7	R	10.50	8.75▲	8.00
Earth Dragon Ball Capture Enraged!	R	9.00	8.75▲	8.00
Goku's Capturing Drill	R	8.25	7.50	5.50
Goku's Mixing Drill	R	8.25	7.50	5.50
Raditz Flying Kick	R	8.25	7.50▲	6.25
Saiyan Truce Card	R	8.25	8.00	7.00
Vegeta's Plans	R	8.25	7.50	7.00
Vegeta's Quickness Drill	R	10.00	9.25▲	7.25
Vegeta's Stance	R	8.25	7.50▲	7.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Chiaotzu's Physical Defense	URF	35.00	34.00	32.00
Earth Dragon Ball 6	R	5.00	5.00	5.00
Earth Dragon Ball 7	R	5.00	4.50▲	4.00
Earth Dragon Ball Capture Enraged!	R	4.90	4.25▲	3.50
Gohan (L.1)	X	2.25	1.50	0.95
Gohan (L.1 HT)	XF	4.20	3.75	3.15
Gohan (L.2)	X	2.25	1.50	0.95
Gohan (L.3)	X	2.25	1.50	0.95
Goku (L.1)	X	2.25	1.50	0.95
Goku (L.1 HT)	XF	4.05	3.75	3.15
Goku (L.2)	X	2.25	1.50	0.95
Goku (L.3)	X	2.25	1.50	0.95
Goku's Capturing Drill	R	4.50	3.50▼	3.15
Goku's Mixing Drill	R	3.50	3.40	3.10
Goku's Plan	URF	38.00	35.00▲	33.00
Goku's Truce	URF	35.00	33.00▼	32.00
Krillin (L.1 HT)	XF	4.00	3.75	3.15
Medic Kit	URF	34.00	30.00	28.00
Nappa (L.1 HT)	XF	4.00	3.75	3.15
Nappa (L.2)	X	2.25	1.50	0.95
Nappa (L.3)	X	2.25	1.50	0.95
Piccolo (L.1 HT)	XF	4.20	3.75	3.15
Piccolo (L.2)	X	2.25	1.50	0.95
Piccolo (L.3)	X	2.25	1.50	0.95
Raditz (L.1 HT)	XF	4.20	3.75	3.15
Raditz Flying Kick	R	4.00	3.30▼	3.15
Saiyan Truce Card	R	4.00	4.00▲	3.30
Vegeta (L.1 HT)	XF	4.40	3.75	3.15
Vegeta (L.2)	X	2.40	1.50	0.95
Vegeta (L.3)	X	2.40	1.50	0.95
Vegeta's Plans	R	4.40	4.00	3.50
Vegeta's Quickness Drill	R	6.75	5.50▲	3.85
Vegeta's Stance	R	4.00	4.00▲	3.50

FRIEZA SAGA (125 cards+ 6 previews)

Frieza Saga Set		160.00	155.00▼	155.00
Frieza Saga Foil Set		300.00	295.00▼	295.00
Frieza Saga Booster Box		86.00	65.00▼	52.00
Frieza Saga Booster Pack		3.90	3.40▼	2.90
Rare card		3.00	3.00	2.25
Uncommon card		1.00	1.00	0.85
Common card		0.25	0.25	0.15
Rare foil card		6.00	6.00	5.00
Uncommon foil card		2.05	2.00	2.00
Common foil card		1.00	1.00	0.70
TRUNKS SAGA PREVIEW		**UPR**	**MED**	**LOW**
Good Advice	U	1.00	1.00	1.00
Good Advice	UF	2.05	2.00	2.00
Just Kidding	C	0.25	0.25	0.25
Just Kidding	CF	1.00	0.80▲	0.55
No, Really Drill?	U	1.00	1.00	1.00
No, Really Drill?	UF	2.05	2.00	2.00
The Luck of Trunks	R	4.00	3.50	3.00
The Luck of Trunks	RF	6.25	5.75	5.25
The Talking Ends Here!	C	0.25	0.25	0.25
The Talking Ends Here!	CF	1.00	1.00	0.90
Trunks Makes Himself Clear	R	4.00	3.50	3.00
Trunks Makes Himself Clear	RF	6.25	5.75	5.25
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Gohan (L.4)	R	8.00	8.00▲	7.00
Goku On Namek (L.4)	R	8.25	8.00▲	7.00
Nail The Namekian (L.1)	R	8.25	8.00▲	6.00
Nail the Namekian Hero (L.3)	R	8.00	8.00▲	6.00
Piccolo (L.4)	R	8.00	8.00	7.00
Vegeta On Namek (L.4)	R	8.25	8.00▲	7.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Frieza the Master	URF	55.00	45.00	45.00
Gohan (L.4)	R	4.75	4.00▲	4.00
Goku On Namek (L.4)	R	5.50	4.00▲	4.00
Goku's Super Saiyan Blast!	R	4.00	3.50▲	3.30
Krillin On Namek (L.4)	R	4.00	3.65▲	3.05
Nail Inspired (L.2)	R	4.00	3.75▲	3.35
Nail The Namekian (L.1)	R	5.50	3.65	3.05
Nail the Namekian Hero (L.3)	R	4.75	3.65	3.05
Piccolo (L.4)	R	4.50	4.00	4.00
Super Saiyan Goku (L.4)	URF	72.00	50.00▲	40.00
Vegeta On Namek (L.4)	R	4.75	4.00▲	4.00

TRUNKS SAGA (200 cards+ 6 previews)

Trunks Saga Set		335.00	295.00▲	255.00
Trunks Saga Foil Set		445.00	395.00▲	350.00
Trunks Saga Starter Box		105.00	90.00	90.00
Trunks Saga Booster Box		110.00	89.00	87.00
Trunks Saga Starter Deck		14.00	11.75	9.50
Trunks Saga Booster Pack		3.30	3.00	2.85
Rare card		4.30	3.00	2.65
Uncommon card		1.00	1.00	0.90
Common card		0.30	0.25	0.15
Fixed card (X)		3.00	3.00	2.40
Rare foil card		7.50	6.00	5.75
Uncommon foil card		2.05	2.00	2.00
Common foil card		1.00	0.90	0.70
ANDROID PREVIEW CARDS		**UPR**	**MED**	**LOW**
Android 20 Absorbing Drill	C	0.50	0.25	0.25
Android 20 Absorbing Drill	CF	1.00	0.85▲	0.60
Android 20 Powers Up	C	0.50	0.25	0.25
Android 20 Powers Up	CF	1.00	0.85▲	0.60
Android Effect	U	1.00	1.00	0.90
Android Effect	UF	2.25	2.00	1.75
Super Saiyan Effect	U	1.00	1.00	0.90
Super Saiyan Effect	UF	2.25	2.00	1.75
Too Late	R	4.00	4.00	3.25
Too Late	RF	7.25	6.00▲	5.25
Trunks Finds the Answer	R	4.70	4.25	4.00
Trunks Finds the Answer	RF	7.25	6.00▲	5.25
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Black Style Mastery	R	11.50	9.75▲	9.00
Blue Style Mastery	R	9.75	9.00	9.00
Namekian Style Mastery	R	9.75	9.00	9.00
Orange Style Mastery	R	11.75	10.25▲	9.00
Piccolo Enraged (L.4)	R	10.50	9.00	7.25
Red Style Mastery	R	13.00	11.75▲	10.00
Saiyan Style Mastery	R	11.25	10.00▲	9.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
A Hero's Heart Is Strong	R	4.40	3.40▲	3.05
Black Physical Focus	R	4.55	4.00▲	3.65
Black Smoothness Drill	R	4.40	3.25▲	3.00
Black Style Mastery	R	10.50	5.00	5.00
Blue Style Mastery	R	5.00	5.00▲	5.00
Don't You Just Hate That	R	4.40	3.40▲	3.05
Drills Are For The Weak	R	4.40	3.40▲	3.05
Frieza the Master (L.2 HT)	XF	4.00	3.50	2.35
Frieza's Feather-light Touch	R	4.55	3.50▲	3.00
Garlic Jr., the Merciless (L.2 HT)	XF	3.00	3.00	2.35
Gohan (L.2 HT)	XF	4.00	3.50	2.35
Gohan Empowered (L.4)	R	5.00	4.85▲	4.20
Goku (L.2 HT)	XF	4.00	3.50	3.50
Goku, the Unbeatable (L.4)	UR	75.00	59.00▲	55.00
King Cold, Galactic Ruler (L.2 HT)	XF	4.00	3.50	2.35
King Cold, the All Powerful (L.4)	UR	60.00	41.00▲	30.00
King Kai's Thoughts	R	4.55	3.75▲	3.15
Krillin (L.1)	R	4.95	4.35▲	3.65
Krillin Enraged (L.2)	R	4.95	4.35▲	3.65
Krillin, the Warrior (L.3)	R	4.95	4.35▲	3.65
Namek Dragon Ball 5	R	4.95	4.50▲	3.70
Namek Dragon Ball 6	R	4.65	4.50▲	4.15
Namek Dragon Ball 7	R	4.95	4.75	4.55
Namekian Style Mastery	R	5.00	5.00	5.00
Orange Energy Dan Drill	R	4.55	4.00	4.00
Orange Style Mastery	R	5.50	5.00▲	4.80
Piccolo (L.2 HT)	XF	4.00	3.50	2.35
Piccolo and Heroes Gather	R	4.40	3.40▲	3.05
Piccolo Enraged (L.4)	R	5.00	4.85▲	4.20
Red Style Mastery	R	7.25	5.75	4.95
Saiyan Style Mastery	R	5.00	5.00	4.80
Spice, the Enchanter (L.2 HT)	XF	3.50	3.25	3.00
Trunks, the Hero (L.4)	R	7.25	5.00	4.75
Trunks, the Saiyan (L.2 HT)	XF	4.00	3.50	2.35
Vegeta (L.2 HT)	XF	4.00	3.50	3.50
Vegeta, Saiyan Prince (L.4)	R	5.00	4.90	4.70
Villain's True Power	UR	41.00	40.00▼	40.00
Vinegar, the Battler (L.2 HT)	XF	3.00	3.00	2.35
Where There's Life There's Hope	UR	65.00	42.00	35.00

ANDROIDS SAGA (125 cards+ 6 previews)

Androids Saga Set		240.00	215.00▼	210.00
Androids Foil Set		440.00	430.00	415.00
Androids Saga Booster Box		94.00	90.00	89.00
Androids Saga Booster Pack		3.25	3.00	3.00
Rare card		4.00	3.20▼	3.00
Uncommon card		1.00	0.90	0.75
Common card		0.30	0.25	0.10
Rare foil card		6.00	6.00▲	5.25
Uncommon foil card		2.30	2.05	2.00
Common foil card		1.00	1.00	0.75
CELL PREVIEW CARDS	**RAR**	**UPR**	**MED**	**LOW**
Awful Abrasions	R	5.00	5.00	4.00
Awful Abrasions	RF	9.75	8.00▲	7.00
Cell Smiles	C	0.50	0.25	0.25
Cell Smiles	CF	1.00	1.00	0.90
Cell's Dark Attack	C	0.50	0.25	0.25
Cell's Dark Attack	CF	1.55	1.00	1.00
Cell's Defense	U	1.00	1.00	0.80
Cell's Defense	UF	3.00	2.95	2.75
Cell's Energy Blast	U	1.00	1.00	0.80
Cell's Energy Blast	UF	3.35	3.00	3.00
Cell's Threatening Position	R	5.00	5.00	5.00
Cell's Threatening Position	RF	11.50	8.00	8.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Android 18 (L.1)	R	8.00	8.00▲	7.75
Android 18's Stare Down	R	8.25	7.00	6.25
Android 19 (L.1)	R	7.00	7.00▲	6.25
Android 20 (L.1)	R	7.00	7.00	6.25
Goku's Heart Disease	R	7.00	7.00▲	6.25
Piccolo, the Trained (L.1)	R	7.75	7.00	6.25
Vegeta the Ready (L.1)	R	8.00	8.00▲	5.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Android 16 (L.1)	R	4.00	4.00	3.00
Android 17 (L.1)	R	4.00	4.00	3.00
Android 17 Smirks	R	4.00	4.00	3.00
Android 18 (L.1)	R	5.00	4.00▼	4.00
Android 18's Stare Down	R	5.75	4.00	3.40
Android 19 (L.1)	R	4.00	4.00	3.50
Android 19's Distress	R	4.00	4.00	3.00
Android 20 (L.1)	R	4.00	4.00	3.20
Blue Terror	R	4.00	4.00	3.00
City in Turmoil	R	4.00	3.50▼	3.00
Dying Planet	R	4.00	4.00	3.00
Goku's Heart Disease	R	5.00	4.00▼	3.50
Kami's Floating Island	R	4.00	4.00	3.00
Orange Eye Beam	R	4.00	4.00	3.00
Orange Searching Maneuver	R	4.00	4.00	3.00
Piccolo, the Trained (L.1)	R	5.00	4.00	3.20
Rebellion	R	4.00	4.00	3.00
Red Counterstrike	R	4.00	4.00	3.20
Red Tactical Drill	R	5.00	4.00	3.50
Saiyan Face Stomp	R	5.00	4.00	4.00
Saiyan Lightning Dodge	R	4.00	4.00	3.20
The Hero is Down	UR	45.00	40.00▼	21.00
Tien, the Watcher (L.4)	R	4.65	4.00▼	3.00
Trunks Guardian Drill	UR	68.00	55.00▼	48.00
Vegeta the Ready (L.1)	R	5.00	5.00	3.20
Yajirobe (L.4)	R	4.00	4.00	3.00
Yamcha (L.4)	R	4.00	4.00	3.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

It's available now from your local game retailer or from us at (800) 258-0929 (www.krausebooks.com)!

CELL SAGA (200 cards+6 previews)

	UPR	MED	LOW
Cell Saga Set	355.00	355.00▲	350.00
Cell Saga Foil Set	560.00	525.00	485.00
Cell Saga Starter Box	105.00	85.00	82.00
Cell Saga Booster Box	92.00	80.00▼	73.00
Cell Saga Starter Deck	15.00	13.00▲	12.50
Cell Saga Booster Pack	3.75	2.50▼	2.50
Rare card	3.25	3.00	3.00
Uncommon card	1.00	1.00▲	0.75
Common card	0.35	0.25	0.20
Fixed Card (X)	3.50	2.50	2.40
Rare foil	6.00	5.50▼	5.00
Uncommon foil	3.00	2.75	2.40
Common foil	1.00	0.90	0.70

CELL GAMES PREVIEW CARDS

	RAR	UPR	MED	LOW
Cell's Arena	C	0.50	0.40▼	0.25
Cell's Arena	CF	4.50	1.50	0.90
Cell's Draining	C	0.50	0.40▼	0.25
Cell's Draining	CF	5.00	1.50	0.90
Cell's Last Strike	U	1.20	1.00▼	1.00
Cell's Last Strike	UF	4.00	3.00▲	2.50
Cell's Style	R	4.40	3.50▼	3.00
Cell's Style	RF	7.75	6.50▼	5.25
Heroes' Battleground	R	4.50	3.50▲	3.00
Heroes' Battleground	RF	7.75	7.00	6.25
They're All There	U	3.30	1.15▼	1.00
They're All There	UF	7.00	3.00▼	3.00

TOP FOIL CARDS	RAR	UPR	MED	LOW
Cell, the Destroyer (L.4)	R	10.25	9.50▲	8.25
Cell, the Master (L.5)	R	11.50	10.25▲	8.50
Gohan, Ascendant (L.4)	R	10.25	9.00▲	8.25
Gohan, the Winner (L.5)	R	10.25	10.00	7.75
Goku (L.4)	R	10.25	10.00▲	8.50
Trunks, the Powerful (L.4)	R	9.75	9.00	8.25

CARD NAME	RAR	UPR	MED	LOW
Android 16 (L.1)	X	3.00	2.75▲	2.45
Android 16, the Battler (L.3)	X	3.00	2.75▲	2.45
Android 16, the Fighter (L.3 HT)	XF	4.00	3.65▼	3.05
Android 16, the Machine (L.2)	X	3.00	2.75	2.45
Android 17, the Destroyer (L.3 HT)	XF	4.00	3.65▼	3.05
Android 18 (L.4)	R	4.10	4.00	3.40
Android 18, the Smart One (L.3 HT)	XF	4.00	3.65▼	3.05
Android 20 (L.1)	X	3.00	2.75▲	2.45
Android 20, the Destructor (L.3 HT)	XF	4.00	3.65▼	3.05
Android 20, the Doctor (L.2)	X	3.00	2.75▲	2.45
Android 20, the Schemer (L.3)	X	3.00	2.75▲	2.45
Black Style Mastery	R	4.75	4.20▲	4.00
Blue Style Mastery	R	5.25	4.50▲	4.15
Cell, Perfect (L.3)	X	4.00	3.65▲	2.50
Cell, Stage One (L.1)	X	3.65	3.00	2.50
Cell, Stage Two (L.2)	X	3.65	3.00	2.50
Cell, the Destroyer (L.4)	R	5.75	5.50▲	4.10
Cell, the Master (L.5)	R	6.25	4.20▲	3.50
Cell, the Perfect Warrior (L.3 HT)	XF	4.00	4.00	3.00
Cell's Power Drain	R	3.50	3.25	3.00
Cell's Presence	URF	55.00	48.00▲	41.00
Dende Dragon Ball 6	R	4.10	3.50▲	3.00
Dende Dragon Ball 7	R	4.35	4.00	3.50
Gohan, Ascendant (L.4)	R	5.75	4.50▲	3.60
Gohan, Super Saiyan (L.3 HT)	XF	4.00	4.00▼	4.00
Gohan, the Winner (L.5)	R	6.25	5.00▲	3.60
Goku (L.4)	R	6.25	4.25	3.60
Goku, Earth's Hero (L.3 HT)	XF	4.20	4.00▼	4.00
Goku, the All Powerful (L.5)	URF	75.00	60.00▲	50.00
Krillin, the Mighty (L.4)	R	4.00	3.40▲	3.05
Namekian Energy Focus	R	4.60	3.50▲	3.00
Namekian Fist Smash	R	4.10	3.50▲	3.00
Namekian Style Mastery	R	4.65	4.20▲	4.00
Orange Style Mastery	R	5.25	4.10▲	3.75
Piccolo, Earth's Protector (L.3 HT)	XF	4.00	4.00	3.00
Piccolo, the Namek (L.4)	R	4.10	4.00▲	3.75
Red Style Mastery	R	5.75	5.00	5.00
Saiyan Offensive Rush	R	5.00	4.00▲	3.00
Saiyan Style Mastery	R	4.75	4.00▲	3.55
Trunks, the Powerful (L.4)	R	5.25	5.00	3.30
Trunks, Time's Hero (L.3 HT)	XF	4.00	4.00	3.60
Vegeta, Ascendant (L.4)	R	5.25	4.25▲	3.30
Vegeta, the All Powerful (L.2)	X	3.20	2.75▲	2.45
Vegeta, the Last Prince (L.3 HT)	XF	4.00	3.80▼	3.35
Vegeta, the Powerful (L.1)	X	3.20	2.75▲	2.45
Vegeta, the Prince (L.3)	X	3.80	2.90▲	2.45
Vegeta, the Revitalized (L.5)	URF	69.00	67.00▲	62.00
Z Warriors Gather	URF	56.00	45.00	45.00

CELL GAMES (125 cards+ 6 previews)

	UPR	MED	LOW
Cell Games Set	240.00	225.00	215.00
Cell Games Foil Set	420.00	405.00	380.00
Cell Games Booster Box	105.00	88.00▼	78.00
Cell Games Booster Pack	3.55	3.00	3.00
Rare card	3.00	3.00	3.00
Uncommon card	1.00	1.00	0.70
Common card	0.30	0.25	0.20
Rare foil card	6.50	6.00	5.00
Uncommon foil card	2.40	2.00	2.00
Common foil card	1.00	1.00	0.80

TUFF ENUFF FOIL SUBSET	UPR	MED	LOW
Are You Tuff Enuff???	4.75	3.50	2.25
Black Energy Stance	5.00	4.00	2.00
Black Smackdown	3.50	2.00	1.25
Blue Frustration Drill	4.00	2.00	2.00
Blue Goku's Power Kick	3.75	2.50	1.25
Blue Show Off	3.50	2.00	1.25
Blue Smackdown	4.75	3.00▼	1.25
Bubbles Drill	4.00	2.00	2.00
Garlic Jr.'s Palm Blast	4.00	2.00	2.00
Krillin's Coolness Drill	4.00	2.00	2.00
Loser with Style Drill	4.00	3.00	2.00
Namekian Charging Stance	4.00	2.00	2.00
Namekian Side Swipe	3.50	2.00	1.25
Namekian Smackdown	4.00	3.00	2.00
Orange Energy Stance	4.00	3.00	2.00
Orange Smackdown	4.00	3.00	2.00
Red Smackdown	4.00	3.00	2.00
Saiyan Anger Strike	4.00	3.00	2.00
Saiyan Smackdown	5.00	4.00	2.00
Straining Double Strike Move	5.00	4.00	2.00

WORLD GAMES PREVIEW		UPR	MED	LOW
Brothers in Training	R	5.00	4.75▲	4.00
Brothers in Training	RF	8.00	7.00	6.75
Celestial Games Begin	C	0.50	0.40▼	0.25
Celestial Games Begin	CF	1.00	1.00	1.00
Chi-Chi on the Attack!	R	5.00	4.40▲	3.75
Chi-Chi on the Attack!	RF	7.75	6.75	5.50
Gathering of Warriors	U	1.50	1.00	1.00
Gathering of Warriors	UF	2.75	2.00	2.00
Gohan Meditates	U	1.00	1.00	0.90
Gohan Meditates	UF	2.75	2.00	2.00
Goku Helping Drill	C	0.50	0.40▼	0.25
Goku Helping Drill	CF	1.00	1.00	1.00

TOP FOIL CARDS	RAR	UPR	MED	LOW
Aura Clash	R	9.00	7.25▲	6.50
Cell Jr. 1 (L.1)	R	8.00	7.25▲	5.75
Cell Jr. 1 (L.2)	R	7.75	7.00	5.75
Cell Jr. 2 (L.1)	R	8.00	7.25▲	5.75
Cosmic Backlash	R	8.25	7.75▲	6.50
Dragon's Victory	R	8.25	7.25▲	6.50

CARD NAME	RAR	UPR	MED	LOW
Aura Clash	R	5.00	3.50	3.00
Cell Jr. 1 (L.1)	R	5.00	3.75▼	3.00
Cell Jr. 1 (L.2)	R	5.00	3.75▼	3.00
Cell Jr. 2 (L.1)	R	4.65	3.50▼	3.00
Chiaotzu (L.2)	R	4.25	3.50	3.00
Cosmic Backlash	R	5.00	4.00	3.00
Dende (L.2)	R	4.00	3.75▲	3.00
Dragon's Victory	R	5.00	4.20▲	3.40
Gohan's Elbow Block	R	4.25	3.25▲	3.00
Goku's Dragon Ball Quest	R	4.25	3.75▲	3.00
Orange Energy Smash	R	4.25	3.65▲	3.00
Piccolo, the Defender (L.5)	UR	71.00	60.00	46.00
Saiyan Face Smash	R	4.25	3.30▼	3.00
The Power of the Dragon	R	4.25	3.25▲	3.00
Trunks, the Battler (L.5)	UR	87.00	78.00	57.00
Who's da Man!	R	4.25	3.25▲	3.00

WORLD GAMES (201 cards+7 previews)

	UPR	MED	LOW
World Games Set	350.00	350.00	330.00
World Games Foil Set	525.00	500.00	465.00
Starter Box	89.00	85.00	78.00
Booster Box	88.00	85.00▼	70.00
Starter Deck	13.50	13.00	10.00
Booster Pack	3.25	3.00	2.75
Rare card	3.00	3.00	2.50
Uncommon card	1.00	1.00▲	0.75
Common card	0.45	0.25	0.20
Fixed card (X)	3.00	2.00▲	1.00
Rare foil card	6.00	5.50▼	5.00
Uncommon foil card	2.00	2.00	2.00
Common foil card	1.00	1.00	0.65

LOST VILLAINS FOIL SUBSET	UPR	MED	LOW
King Cold, the Boastful (L.2)	5.75	4.00▼	3.00
Frieza, the Untouchable (L.1)	5.50	5.00	3.00
Rats, Foiled Again!	5.75	4.00▼	3.00
Grand Kai Sensei	5.00	4.00▼	3.00
Jeice, the Avenger (L.1)	5.00	4.00▼	3.00
Cell's Neck Grab	6.00	4.50▼	3.00
Heroes En Masse	5.00	4.00▼	3.00

PUPPET SHOW FOIL SUBSET	UPR	MED	LOW
Cell, the Puppet (L.3)	5.00	5.00	2.55
Goku, the Puppet (L.1)	5.75	5.00	3.50
Piccolo, the Puppet (L.1)	5.75	4.50▼	3.25
Vegeta, the Puppet (L.1)	5.75	4.00▼	3.00
Hercule, the Puppet (L.1)	5.75	4.00▼	3.00
Stupid Tricks!	5.75	4.00▼	3.00

BABIDI SAGA PREVIEWS		UPR	MED	LOW
Energy Drain	U	2.00	1.00	0.90
Energy Drain	UF	3.00	2.00	2.00
Evil's True Face	U	3.00	1.50▲	0.90
Evil's True Face	UF	4.00	3.00▲	2.00
Face Off	C	0.80	0.50	0.45
Face Off	CF	2.00	1.00	1.00
Majin Vegeta, the Dark Prince (L.1)	R	6.00	5.50	3.50
Majin Vegeta, the Dark Prince (L.1)	RF	12.00	8.00	6.00
Righteous Strike	C	0.80	0.50	0.45
Righteous Strike	CF	2.00	1.00	1.00
Supreme Kai (L.1)	R	5.25	5.00	4.00
Supreme Kai (L.1)	RF	9.50	8.00▲	6.00
Supreme Kai's Power Hold	R	5.00	5.00▲	3.00
Supreme Kai's Power Hold	RF	7.75	6.50	5.25

TOP FOIL CARDS	RAR	UPR	MED	LOW
Gohan, the Energized (L.4)	R	10.50	6.50▲	5.75
Goku, the King's Pupil (L.4)	R	10.50	6.50▲	5.75
Grand Kai (L.1)	R	8.00	7.00	6.00
Namekian Style Mastery	R	8.00	7.00	6.00
Orange Style Mastery	R	8.25	7.00	6.00
Saiyan Style Mastery	R	8.25	7.50▲	6.00

CARD NAME	RAR	UPR	MED	LOW
Evil Presence Drill	UR	55.00	51.00▼	40.00
Freestyle Mastery	R	5.00	4.50▲	3.00
Gohan (L.1 HT)	XF	4.25	4.00	2.75
Gohan, the Energized (L.4)	R	5.25	3.50▲	3.00
Goku (L.1 HT)	XF	4.25	4.00	3.00
Goku, the Galaxy's Hero (L.5)	UR	75.00	69.00▼	41.00
Goku, the King's Pupil (L.4)	R	5.50	4.00▲	3.00
Goku's Blinding Strike	UR	78.00	61.00	49.00
Goten (L.1 HT)	XF	4.15	4.00	2.50
Grand Kai (L.1)	R	4.65	3.75▲	3.00
Kid Trunks (L.1 HT)	XF	4.40	4.00	2.50
Majin Spopovitch, the Revitalized (L.3)	R	4.25	3.25▲	3.00
Maraikoh (L.1 HT)	XF	4.00	3.00▼	2.50
Namekian Style Mastery	R	4.65	4.25▲	3.00
North Kai Sensei	R	5.00	3.50▲	3.00
Olibu (L.1 HT)	XF	4.00	3.00▼	2.50
Orange Style Mastery	R	5.00	4.50▲	3.00
Piccolo (L.1 HT)	XF	4.00	4.00	2.75
Pikkon (L.1 HT)	XF	4.25	4.00	2.50
Pikkon, the Prized Fighter (L.5)	UR	55.00	50.00▼	22.00
Red Style Mastery	R	5.00	5.00▲	3.00
Saiyan Style Mastery	R	5.00	4.25▲	3.00
Vegeta (L.1 HT)	XF	4.50	4.00	3.00
Videl (L.1 HT)	XF	4.00	4.00	2.00

BABIDI SAGA (123 cards+8 previews)

	UPR	MED	LOW
Babidi Saga Set	330.00	300.00	275.00
Babidi Saga Foil Set	525.00	450.00	430.00
Booster Box	94.00	82.00▼	76.00
Booster Pack	3.65	3.00	2.75
Rare card	3.05	3.00	3.00
Uncommon card	1.00	1.00▲	0.75
Common card	0.45	0.25	0.20
Rare foil card	6.50	6.00▲	5.00
Uncommon foil card	2.75	2.00	2.00
Common foil card	1.00	1.00	0.65

SUPER ANDROID 13 FOIL SUBSET

	UPR	MED	LOW
Android 13 (L.1)	5.50	5.00▼	2.75
Android 13 (L.2)	5.00	5.00	2.75
Android 13's Prepared Stance	6.00	5.50	4.00
Android 14 (L.1)	7.75	5.00▼	2.00
Android 14's Power Kick	4.75	3.00▼	2.00
Android 15 (L.1)	5.75	4.50▼	2.50
Android 15 (L.2)	4.75	4.00▼	2.50
Android 15 (L.3)	5.50	4.50▼	3.25
Android 16's Grapple	5.00	4.50▲	2.15
Android 17's Left Blast	4.75	3.50	2.25
Android 18's Drop Kick	5.00	4.50▲	3.25
Android 18's Left Hook	4.75	4.00	3.25
Android 18's Palm Blast	4.75	4.00▼	2.50
Android 19's Dodge	5.00	4.50▼	1.00
Android Tag Team	5.00	4.00▼	1.50
Betrayal	4.65	3.25▼	1.50
Blue Android 15's Energy Ball	5.00	3.50▼	2.00
Breakfall	5.25	4.00▼	2.25
Gohan (L.1)	5.25	5.00▲	2.00
Gohan's Braced Energy Beam	5.00	3.50▼	2.00
Goku's Defense Drill	4.75	4.00▼	3.25
Goku's Quick Save	4.75	4.00	3.25
Heroic Final Strike	4.80	4.15▼	2.50
Injured Circuits	5.00	3.75▲	2.50
Red Android 13's Rapid Blasts	4.75	3.50▼	3.00
Saiyan Power Stance	4.70	3.40▼	3.00
Straining Spirit Bomb Move	4.90	3.75▼	2.25
Super Android 13 (L.3)	7.50	5.25	3.50
Super Android 13's Destruction Bomb	7.25	5.00	3.50
Super Android 13's Physical Resistance	4.50	3.00	2.25
Super Android 13's Ridge Hand	4.75	3.50▼	2.25
Super Saiyan Goku	9.00	5.50▼	2.75
Super Saiyan Trunks	6.50	4.50▼	3.25
Trunks Swordplay Drill	6.75	5.25	2.75

BUU SAGA PREVIEW CARDS		UPR	MED	LOW
Black Choke Hold	R	5.00	5.00▲	3.00
Black Choke Hold	RF	8.00	7.00▼	6.50
Blue Buu Blast	U	1.50	1.00	1.00
Blue Buu Blast	UF	3.00	2.00	2.00
Namekian Knowledge Drill	U	1.40	1.00	1.00
Namekian Knowledge Drill	UF	3.00	2.50▲	2.00
Orange Headbutt	C	0.65	0.50	0.25
Orange Headbutt	CF	1.00	1.00	1.00
Red City Destruction	C	0.65	0.50	0.25
Red City Destruction	CF	1.00	1.00	1.00
Red Escape	U	1.50	1.00	1.00
Red Escape	UF	2.75	2.00	2.00
Red Torso Chop	R	5.00	5.00▲	3.00
Red Torso Chop	RF	8.00	7.50	6.25
Saiyan Escape	C	0.50	0.50	0.25
Saiyan Escape	CF	1.00	1.00	1.00

TOP FOIL CARDS	RAR	UPR	MED	LOW
Gohan, Energized (L.1)	R	9.00	8.00	6.50
Goku, the Legendary (L.5)	R	12.50	10.50	6.25
Majin Babidi, The Evil Genius (L.3)	R	8.50	7.00	6.50
Majin Vegeta, the Malicious (L.4)	R	12.00	10.00▲	6.50
Majin Vegeta, Uncontrollable (L.3)	R	10.50	9.00▲	6.50
Majin Yakon, the Absorber (L.3)	R	9.00	7.00▲	5.50

CARD NAME	RAR	UPR	MED	LOW
Android 18, the Mom (L.2)	R	4.05	3.50▲	3.00
Gohan, Energized (L.1)	R	5.00	4.25▲	3.20
Goku, the Legendary (L.5)	R	6.00	5.50	3.25
Majin Dabura, Meditated (L.3)	R	4.35	3.50▲	3.00
Majin Vegeta (L.1)	UR	54.00	49.00▼	39.00
Majin Vegeta, the Malevolent (L.5)	UR	84.00	65.00▼	48.00
Majin Vegeta, the Malicious (L.4)	R	6.75	6.00▲	3.75
Majin Vegeta, Uncontrollable (L.3)	R	6.25	5.50▲	3.75
Supreme Kai, the Mentor (L.2)	R	5.00	3.65▲	3.00

BUU SAGA (192 cards+6 previews)

	UPR	MED	LOW
Buu Saga Set	375.00	325.00	320.00
Buu Saga Foil Set	515.00	485.00▼	485.00
Starter Box	115.00	85.00▼	70.00
Booster Box	98.00	82.00▼	77.00
Starter Deck	14.50	12.75▲	9.75
Booster Pack	3.70	3.30▲	2.75
Rare card	4.00	4.00	3.05
Uncommon card	1.00	1.00	0.90
Common card	0.40	0.25	0.20
Fixed card (X)	3.15	2.05	1.25
Rare foil card	7.50	7.00▲	5.50
Uncommon foil card	3.00	2.50	2.00
Common foil card	1.00	1.00	1.00

BROLY FOIL SUBSET	UPR	MED	LOW
Battle of the Saiyans	5.25	4.50▼	2.50
Broly (L.1)	9.75	5.00▲	1.30
Broly, Super Saiyan (L.3)	11.25	5.75▲	1.30
Broly, the Enraged Saiyan (L.2)	10.50	5.50▲	4.30
Broly, the Legendary Saiyan (L.4)	11.00	3.50▲	1.30
Broly, the Unstoppable (L.5)	12.00	7.00▲	1.50
Broly's Energy Burst	6.00	4.65▼	2.90
Broly's Evil Drill	5.00	2.00	1.05
Broly's Might	6.50	4.65▼	3.25
Broly's Overwhelming Attacks	5.00	2.00	1.05
Broly's Supreme Power	6.00	5.25	4.25
Comet Kumolre	4.00	2.25▲	1.30
Common Techniques	5.25	3.50▼	2.00
Efficient Medicine	3.90	1.75▼	1.15
Goku's Instant Teleportation	6.00	5.25	4.00
Goku's Running Defense	4.50	2.00	1.05
Heroic Double Team	5.75	5.00	4.25
Heroic Drill	3.90	2.00	1.30
Krillin's Quick Kicks	4.50	2.10	2.00
Master Roshi (L.1)	5.75	3.50▲	1.30
Mind Control Device	4.00	2.30▲	2.00
Namekian Precise Aim Drill	3.90	2.00	1.30
New Vegeta	8.50	3.00▲	1.30
Paragas (L.1)	7.25	5.00	4.25
Power Smack	3.90	2.00	1.30
Power Transfer	3.90	2.00	1.30
Pure Defense	5.25	5.00	5.00
Saiyan Broly Smash	5.25	2.00	1.05
Saiyan Charge	6.00	2.00	1.05
Saiyan Cliff Slam	5.50	3.00▲	1.30
Saiyan Clothesline	4.95	3.05▲	2.00
Saiyan Energy Toss	5.25	5.00▼	4.25
Saiyan Enraged	6.00	5.25	2.00
Saiyan Setup	3.15	2.00	1.30
Saiyan Surprise	5.25	5.00	4.25
Vegeta's Energy Blast	5.25	5.00	5.00

FUSION PREVIEWS	RAR	UPR	MED	LOW
Gohan, Mystic (L.4)	R	6.50	6.00▲	5.25
Gohan, Mystic (L.4)	RF	12.00	11.00▼	9.50
Orange 5-Finger Focus	U	1.90	1.25	1.00
Orange 5-Finger Focus	UF	3.00	3.00	2.00
Red Pulverize	C	0.50	0.50	0.25
Red Pulverize	CF	1.50	1.00	1.00
Surrounded!	C	0.50	0.50	0.25
Surrounded!	CF	1.50	1.00	1.00
Vegeta's Pride Drill	R	5.50	5.00	4.50
Vegeta's Pride Drill	RF	11.00	7.75	7.25
Watching from Afar	U	1.50	1.25	1.00
Watching from Afar	UF	3.00	3.00	2.25

TOP FOIL CARDS	RAR	UPR	MED	LOW
Alt. Dende Dragon Ball 6	R	8.75	8.00	7.00
Alt. Dende Dragon Ball 7	R	8.75	8.00	7.00
Black Style Mastery	R	10.00	8.25	8.00
Blue Style Mastery	R	10.00	8.25	8.00
Freestyle Mastery	R	10.25	8.25	8.00
Goku, Super Saiyan Ascended (L.4)	R	12.00	11.25	7.25
Namekian Style Mastery	R	9.00	8.00	7.00
Orange Style Mastery	R	8.50	8.00	7.00
Red Style Mastery	R	12.00	8.25	7.00
Saiyan Style Mastery	R	9.50	8.00	6.50

CARD NAME	RAR	UPR	MED	LOW
Alt. Dende Dragon Ball 6	R	5.00	5.00	3.55
Alt. Dende Dragon Ball 7	R	5.00	5.00	3.55
Black Style Mastery	R	5.50	5.00	4.90
Blue Style Mastery	R	5.50	5.00	5.00
Freestyle Mastery	R	6.00	5.00	5.00
Gohan (L.1&2 gatefold HT)	XF	5.00	5.00	2.55
Goku (L.1&2 gatefold HT)	XF	5.00	5.00	2.55
Goku, Super Saiyan 3 (L.5)	URF	85.00	65.00▲	54.00
Goku, Super Saiyan Ascended (L.4)	R	7.00	6.00	4.55
Goten (L.1&2 gatefold HT)	XF	5.00	5.00	2.55
Goten (L.4)	R	6.00	4.50▼	3.55
Gotenks (L.1 Fusion HT)	XF	10.00	7.50▲	2.85
Gotenks, Super Saiyan (L.2 Fusion HT)	XF	13.50	9.50	2.55
Kid Trunks (L.1&2 gatefold HT)	XF	5.00	5.00	2.55
Majin Babidi (L.1&2 gatefold HT)	XF	5.00	4.00▼	2.55
Majin Babidi (L.4)	R	5.00	4.50	3.55
Majin Buu (L.1&2 gatefold HT #197-198)	XF	5.00	5.00	2.55
Majin Buu (L.1&2 gatefold HT #199-200)	XF	4.90	3.80	2.30
Majin Buu (L.5)	URF	77.00	68.00▼	52.00
Majin Dabura (L.2 HT)	XF	4.00	3.10	2.50
Majin Dabura, D.O.A. (L.4)	R	5.00	4.50	3.55
Majin Vegeta (L.1&2 gatefold HT)	XF	5.50	5.00	2.55
Master Roshi Sensei	URF	74.00	65.00▲	61.00
Namekian Style Mastery	R	5.00	4.75▼	3.55
Orange Style Mastery	R	5.00	5.00	3.95
Piccolo (L.2 HT)	XF	4.50	4.00	2.55
Red Style Mastery	R	6.50	5.00	4.05
Saiyan Style Mastery	R	5.00	5.00	4.05
The Eternal Dragon's Quest	URF	63.00	55.00▼	42.00

FUSION SAGA (125 cards, 36-card foil subset, 6 previews)

	UPR	MED	LOW
Fusion Saga Set	355.00	305.00▼	250.00
Fusion Saga Foil Set	560.00	490.00▼	420.00
Booster Box	110.00	88.00▼	81.00
Booster Pack	4.10	3.50▼	3.30
Rare card	4.00	3.65▲	3.25
Uncommon card	1.00	1.00	0.80
Common card	0.25	0.25	0.10
Rare foil card	6.75	6.00	5.50
Uncommon foil card	3.00	2.20	2.00
Common foil card	1.00	1.00	1.00

COSMIC ANTHOLOGY FOIL SUBSET

	UPR	MED	LOW
A Hero's Heart is Strong	2.75	2.00	1.30
Alt. Earth Dragon Ball 3	2.00	2.00	1.10
Black Scout Maneuver	4.25	2.00	1.30
Blue Style Mastery	3.75	2.20▲	2.00
Caterpy (L.1)	2.40	2.00	1.30
Caterpy, the Grappler (L.2)	3.15	2.00	1.30
Caterpy, the Tenacious (L.3)	4.70	2.25▲	2.00
Cooler's Surprise Attach	3.50	2.00	1.30
Dr. Willow (L.1)	5.00	2.00	1.30
Dr. Willow (L.2)	5.25	3.15▲	2.25
Dr. Willow (L.3)	5.00	2.00	1.30
Energetic Fruit	2.00	2.00	1.30
Energy Punch	2.80	2.10▲	2.00
Gohan's Energy Deflection	2.00	2.00	1.10
Gohan's Immense Power	2.75	2.00	1.30
Goku's Power Pole	2.40	2.10▲	2.00
Goku's Quick Dodge	2.00	2.00	1.10
Goku's Super Saiyan Catch	3.50	2.00	1.30
Icarus (L.1)	3.80	3.15▲	2.25
Ingrain in the Membrane	2.75	2.00	1.30
Knowledge Transfer	2.40	2.00	1.30
Makyo Star	2.80	2.10▲	2.00
Master Roshi's Back Kick	2.75	2.00	1.30
Piccolo's Destruction Attack	2.75	2.00	1.30
Piccolo's Power Blast	4.25	2.00	1.30
Returning the Favor	2.75	2.00	1.30
Supreme West Kai (L.1)	6.00	2.65▲	2.00
Supreme West Kai (L.2)	5.75	2.00	1.30
Supreme West Kai (L.3)	5.75	2.00	1.30
Tree of Might	3.55	2.10▲	2.00
Turles, the Mysterious (L.1)	4.25	2.00	1.30
Turles, the Proud (L.2)	4.25	2.00	1.30
Turles, the Saiyan Warrior (L.3)	4.25	2.00	1.30
Zarbon (L.1)	5.00	2.00	1.30
Zarbon, Fanatical (L.3)	5.25	3.15▲	2.25
Zarbon, Transformed (L.2)	5.25	3.15▲	2.25

KID BUU PREVIEWS	RAR	UPR	MED	LOW
Devastation Drill	R	5.00	5.00	3.00
Devastation Drill	RF	10.00	8.00	6.00
Goku's Flight	C	0.50	0.40▼	0.25
Goku's Flight	CF	1.50	1.00	1.00
Majin Bibidi, the Mastermind	U	2.00	1.50▲	1.00
Majin Bibidi, the Mastermind	UF	4.00	3.00	2.00
Majin Buu's Choke Hold	C	0.50	0.40▼	0.25
Majin Buu's Choke Hold	CF	1.50	1.00	1.00
Peaceful Times	U	2.00	1.50▲	1.00
Peaceful Times	UF	4.00	3.00	2.00
The Power of Porunga	R	5.00	5.00	3.50
The Power of Porunga	RF	10.00	8.00	6.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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TOP FOIL CARDS	RAR	UPR	MED	LOW
Dazed	R	7.00	7.00	5.50
Den-Goku (L.1)	R	8.00	7.00▲	5.50
Gohan, Earth's Protector (L.5)	R	8.75	8.00	6.00
Gohan, Mystic Empowered (L.4)	R	8.00	8.00	5.50
Gotenk's Kamikaze Ghost	R	8.00	7.00▲	5.50
Majin Buu, Gohan Absorbed (L.5)	R	8.00	7.00	5.50
Majin Buu, Gotenks Absorbed (L.4)	R	8.00	7.00	5.50
Majin Buu's Kamikaze Ghost (L.1)	R	8.00	7.00	5.50
Vegito (L.1)	R	8.50	7.50▲	5.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Den-Goku (L.1)	R	5.00	4.15▲	3.25
Gohan, Earth's Protector (L.5)	R	5.00	4.50▲	3.45
Gohan, Mystic Empowered (L.4)	R	5.00	4.50▲	3.45
Gotenks, Super Saiyan 3 (L.3)	UR	64.00	55.00▲	39.00
Majin Buu, Gohan Absorbed (L.5)	R	5.00	4.25▲	3.35
Majin Buu, Gotenks Absorbed (L.4)	R	5.00	4.25▲	3.35
Majin Buu's Kamikaze Ghost (L.1)	R	4.90	4.00▲	3.35
Potara Earrings	R	5.75	4.50▲	3.45
Vegito, Super Saiyan (L.2)	UR	65.00	63.00▲	45.00

KID BUU (165 cards+6 previews)	UPR	MED	LOW
Booster Box	94.00	83.00	79.00
Booster Pack	3.25	3.00	2.75
Foil Rare card	6.00	6.00	6.00
Foil Uncommon card	2.00	2.00	2.00
Foil Common card	1.00	1.00	1.00
BROLY FOIL SUBSET	**UPR**	**MED**	**LOW**
Broly, the Electrified (L.2)	12.00	12.00	12.00
Broly, the Ferocious (L.3)	12.00	12.00	6.50
Broly, the Gentle (L.1)	12.00	11.00	9.50
Broly, the Unbeatable (L.4)	14.00	12.00	12.00
BOJACK UNBOUND FOIL SUBSET	**UPR**	**MED**	**LOW**
Bido (L.1)	5.50	4.25	2.45
Bido's Charge	5.75	3.50	2.45
Black Eradication	3.50	3.00	1.90
Bojack (L.1)	10.25	5.50	3.15
Bojack, the Notorious (L.3)	11.50	8.00	6.75
Bojack, the Villianous (L.2)	9.50	6.50	4.30
Bojack's Defensive Shield	5.00	4.00	2.40
Bojack's Double-Palmed Blitz	3.20	2.40	1.55
Bojack's Extreme Assailment	3.20	2.40	1.55
Bojack's Left Palm Charge	4.50	4.00	2.40
Bojack's Overhead Toss	3.20	2.40	1.55
Bujin (L.1)	6.00	5.25	3.95
Bulma and Chi-chi's Stare Off	3.75	3.00	1.90
Empowered Kamehameha	34.00	23.00	11.75
Gohan's Obliteration	3.95	2.90	1.80
Heroic Power Shot	5.00	4.00	3.50
Kogu (L.1)	6.75	5.75	3.95
Kogu's Dual Strike	3.95	2.90	1.80
Krillin's Smoothness Drill	5.25	4.00	2.45
Master Roshi's Gawking Drill	4.25	3.00	1.90
Ohhhhhhhhhhhh YEAH!	5.50	5.00	4.50
Orange Brick Breaker	4.00	3.00	1.90
Power Overwhelming	6.75	5.00	3.55
Red Plasma Catapult	4.25	4.00	2.40
Saiyan Outburst	5.50	4.00	2.45
Snake Way	4.00	3.00	1.90
The Sword of Trunks	8.50	6.00	3.95
Tien's Focused Beam	6.00	4.75	3.55
Triple Torpedo	3.55	2.65	1.70
Trunks' Back Bash	4.50	4.00	2.40
Trunks' Deadly Impact	5.25	4.50	3.20
Trunks, the Weaponmaster (L.1)	7.50	7.50	7.00
Vegeta's Elbow Slam	6.75	5.50	3.15
Zangya (L.1)	5.00	5.00	3.95
Zangya's Entrapping Strings	3.50	3.00	1.90
Zangya's Leaping Rush Down	3.20	2.40	1.55
GT PREVIEW CARDS	**RAR**	**UPR**	**MED**	**LOW**
Goku, Young Again (L.1)	R	7.25	6.00	4.50
Goku, Young Again (L.1)	RF	7.50	7.00	6.50
Pan's Right Blast	C	0.65	0.25	0.25
Pan's Right Blast	CF	2.00	2.00	1.50
Super Saiyan Setup	U	2.50	2.00	1.50
Super Saiyan Setup	UF	4.25	3.50	2.75
The Might of Shenron	R	6.50	6.00	4.50
The Might of Shenron	RF	10.50	9.00	7.50
Trunks' Aerial Kick	C	0.65	0.25	0.25
Trunks' Aerial Kick	CF	1.75	1.50	1.25
Ub's Energy Drill	U	2.50	2.00	1.50
Ub's Energy Drill	UF	5.00	4.00	3.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Alt. Namek Dragon Ball 6	R	8.50	7.00▲	6.50
Alt. Namek Dragon Ball 7	R	8.50	7.00▲	6.50
Gohan, the Bookworm (L.1)	R	8.25	7.50	6.75
Majin Buu, Kid Buu (L.4)	R	9.50	9.00▲	7.50
Majin Buu, Kid Buu (L.5)	R	9.50	9.00▲	7.50
Vegeta, Settled Down (L.2)	R	8.50	8.00▲	7.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alt. Namek Dragon Ball 1	C	0.25	0.25	0.25
Alt. Namek Dragon Ball 2	C	0.25	0.25	0.25
Alt. Namek Dragon Ball 3	C	0.25	0.25	0.25
Alt. Namek Dragon Ball 4	U	1.50	1.00	0.90
Alt. Namek Dragon Ball 5	U	1.50	1.00	0.90
Alt. Namek Dragon Ball 6	R	5.00	4.00	3.50
Alt. Namek Dragon Ball 7	R	5.00	4.00	3.50
Android 18, the Mom (L.1)	U	1.25	1.00	0.90
Black Bicycle Kick	U	1.00	1.00	0.90
Black Buffer Block	U	1.00	1.00	0.90
Black Chaos Detonation	R	3.75	3.50	3.25
Black Disarray Drill	R	3.75	3.50	3.25
Black Drop Kick	R	3.75	3.50	3.25
Black Exertion	C	0.25	0.25	0.25
Black Groveling Drill	C	0.25	0.25	0.25
Black Impressive Slap	U	1.00	1.00	0.90
Black Magic	C	0.25	0.25	0.25
Black Parry	C	0.25	0.25	0.25
Black Swerve	R	3.75	3.50	3.25
Black Swivel Attack	U	1.00	1.00	0.90
Blue Alliance	U	1.00	1.00	0.90
Blue Biting Drill	C	0.25	0.25	0.25
Blue Deviation Drill	U	1.00	1.00	0.90
Blue Dikaio Blast	U	1.00	1.00	0.90
Blue Double Blast	C	0.25	0.25	0.25
Blue Face Crunch	U	1.00	1.00	0.90
Blue Impulse	U	1.00	1.00	0.90
Blue Ki Build Up	C	0.25	0.25	0.25
Blue Reverse	R	3.75	3.50	3.25
Blue Sledgehammer	C	0.25	0.25	0.25
Blue Stretch Kick	C	0.25	0.25	0.25
Blue Villains Drill	U	1.00	1.00	0.90
Bulma, the Wife (L.1)	U	1.00	1.00	0.90
CHARGE!	U	1.00	1.00	0.90
Chi-chi, the Grandmother (L.1)	U	1.00	1.00	0.90
Earth's Demise	U	1.00	1.00	0.90
Earth's Spirit Bomb	UR	75.00	62.00	50.00
Energy Lob	U	1.00	1.00	0.90
Fierce Left Kick	C	0.25	0.25	0.25
Fond Memories	R	3.50	3.00	3.00
Gohan, the Bookworm (L.1)	R	4.90	4.75	3.90
Goku Sensei	R	6.00	5.50	4.00
Goku's Setup Strike	U	1.00	1.00	0.90
Goku's Supreme Kamehameha	U	1.00	1.00	0.90
Hercule, the Everlasting World Champ (L.1)	U	1.00	1.00	0.90
Hercule's "Dream Sequence"	R	3.50	3.00	3.00
Hercule's Realization	C	0.25	0.25	0.25
Heroic Power Detonation	C	0.25	0.25	0.25
Intense Observation Drill	R	3.50	3.00	3.00
Ki Catalyst	C	0.25	0.25	0.25
Kid Trunks, Teenager (L.1)	U	1.50	1.00	0.90
King Kai, Earth's Mentor (L.1)	R	4.00	4.00	3.50
Krillin's Destructo Disk	U	1.00	1.00	0.90
Majin Buu, Kid Buu (L.2)	U	1.50	1.00	0.90
Majin Buu, Kid Buu (L.3)	U	1.50	1.00	0.90
Majin Buu, Kid Buu (L.4)	R	6.00	5.75	4.40
Majin Buu, Kid Buu (L.5)	R	6.00	5.75	4.40
Majin Buu's Backstabbing Kick	U	1.00	1.00	0.90
Majin Buu's Prepped Crash	R	4.00	4.00	3.50
Majin Dabura, the Redeemed (L.1)	U	1.00	1.00	0.90
Majin Hair Pull	C	0.25	0.25	0.25
Massacre of the Billions and Millions of Bountiful Mini Bitty Maleciously Baneful Majin Buus	U	1.00	1.00	0.90
Masterful Moves	U	1.00	1.00	0.90
Namekian Remedy Drill	C	0.25	0.25	0.25
Orange Arm Break	C	0.25	0.25	0.25
Orange Carnage	U	1.00	1.00	0.90
Orange Discharge Drill	C	0.25	0.25	0.25
Orange Gutter Swipe	U	1.00	1.00	0.90
Orange Hand-clasp Drill	C	0.25	0.25	0.25
Orange Head Mash	R	3.75	3.50	3.25
Orange Intense Power	R	3.75	3.50	3.25
Orange Ki Assailment	R	3.75	3.50	3.25
Orange Massacre	R	3.75	3.50	3.25
Orange Might	U	1.00	1.00	0.90
Orange Obliteration	U	1.00	1.00	0.90
Orange Vegeta's Assault	U	1.00	1.00	0.90
Overwhelmed	C	0.25	0.25	0.25
Pan, Granddaughter of Goku (L.1)	U	1.25	1.00	0.90
Pan's High Slap	C	0.25	0.25	0.25
Piccolo Sensei	UR	80.00	80.00	76.00
Poof!	U	1.00	1.00	0.90
Power Headbutt	U	1.00	1.00	0.90
Provoke Drill	U	1.00	1.00	0.90
Quick Teleportation Drill	U	1.00	1.00	0.90
Recoome's Vogue Drill	U	1.00	1.00	0.90
Red Aerial Force	U	1.00	1.00	0.90
Red Annihilation	U	1.00	1.00	0.90
Red Axe Heel Kick	R	3.50	3.00	3.00
Red Bullrush Drill	C	0.25	0.25	0.25
Red Clap	U	1.00	1.00	0.90
Red Elbow Drop	U	1.00	1.00	0.90
Red Hunger Drill	R	3.50	3.00	3.00
Red Kaio-Ken Drill	C	0.25	0.25	0.25
Red Left Bolt	R	3.50	3.00	3.00
Red Power Slam	U	1.00	1.00	0.90
Red Puppy Slap	C	0.25	0.25	0.25
Red Sword Cleave	U	1.00	1.00	0.90
Red Thunder Clap	U	1.00	1.00	0.90
Red Voltage Missle	R	3.50	3.00	3.00
Saiyan Acute Rapid Slam	R	3.50	3.00	3.00
Saiyan Aggression Drill	C	0.25	0.25	0.25
Saiyan Beef	R	4.00	3.00	3.00
Saiyan Brace	U	1.00	1.00	0.90
Saiyan Dashing Kick	C	0.25	0.25	0.25
Saiyan Desperation	U	1.00	1.00	0.90
Saiyan Energy Bullet	U	1.00	1.00	0.90
Saiyan Handstand	R	3.50	3.00	3.00
Saiyan Jeering Drill	U	1.00	1.00	0.90
Saiyan Lurch	R	3.50	3.00	3.00
Saiyan Stop	C	0.25	0.25	0.25
Saiyan Youth Bruise	U	1.00	1.00	0.90
Stupendous Strike	C	0.25	0.25	0.25
The Help of Earth	C	0.25	0.25	0.25
Ultimate Defense	U	1.00	1.00	0.90
Ultra Uppercut	U	1.00	1.00	0.90
Uub (L.1)	U	1.00	1.00	0.90
Uub, Enraged (L.3)	R	4.50	4.00	3.50
Uub, the Quick Learner (L.2)	U	1.00	1.00	0.90
Vegeta, Settled Down (L.2)	R	5.75	5.50	4.25
Vegeta's Ill Temper	U	1.00	1.00	0.90
Videl, the Heroic (L.1)	U	1.00	1.00	0.90
Vile Energy	R	4.75	3.50	3.25
Welcome Home Drill	U	1.00	1.00	0.90
Yajirobe, Retired (L.1)	U	1.00	1.00	0.90
Yamcha, the Single (L.2)	U	1.00	1.00	0.90

SPECIAL SETS & PROMOS	UPR	MED	LOW
Cell Games Senzu Blast Pack (3 cards)	5.25	5.00	4.00
DBZ Collector's Tin (4 versions)	25.00	23.00	21.00
Saga Blaster Gift Pack	21.00	20.00	19.00
Super Saiyan Blaster Gift Pack	21.00	19.50	18.75
Trunks Saga Senzu Blast Pack (3 cards)	6.75	5.25	4.00
World Games Senzu Blast Pack (3 cards)	6.75	5.25	4.00

CAPSULE CORP. POWER PACK

Capsule Corp. Power Pack (sealed box)	24.00	18.50▼	15.50
FOIL CARDS	**SET**	**UPR**	**MED**	**LOW**
Black Body Destruction		3.25	3.00▼	2.40
Black Transformation		3.25	3.00	2.55
Blue Happiness		3.25	3.00	2.40
Future Gohan (L.1)		3.50	3.00▼	2.40
Future Gohan (L.2)		3.50	3.00▼	2.55
Future Gohan (L.3)		3.50	3.00▼	2.55
Gathering of Heroes		3.25	3.00	2.40
Ginyu Force (L.1)		3.25	3.00▼	2.40
Ginyu Force (L.2)		4.45	4.00▼	3.75
Ginyu Force (L.3)		4.45	4.00▼	3.75
It's All About Time	CS	4.45	4.00	3.75
King Kai (L.1)		4.45	3.75▼	3.40
King Kai (L.2)		6.00	5.00▼	4.65
King Kai (L.3)		4.45	3.75▼	3.40
Learning the Moves	WG	5.25	4.00	3.75
Lord Slug (L.1)		3.70	3.00▼	3.00
Lord Slug (L.2)		3.00	3.00	2.40
Lord Slug (L.3)		3.70	3.00▼	3.00
Master Roshi (L.1)		3.15	3.00▼	2.40
Master Roshi (L.2)		3.15	3.00▼	2.40
Master Roshi (L.3)		3.15	3.00▼	2.55
Namekian Dash		3.00	3.00	2.40
Orange Scatter Shot		4.45	4.00	3.75
Saiyan Cross Punch		3.25	3.00▼	2.80
Taunting Drill		8.00	7.00	6.00
Tien and Yamcha Strike		3.25	3.00▼	2.40
Time is a Warrior's Tool	FS	3.25	3.00	2.40
Warriors Clash		3.25	3.00▼	2.55

CAPSULE CORP. POWER PACK 2

Capsule Corp. Power Pack 2 (sealed box)	26.00	25.00▲	24.00
FOIL CARDS	**SET**	**UPR**	**MED**	**LOW**
_____'s Guard Crush		3.25	3.00	2.80
A Helping Hand		3.25	3.00	2.55
Android 17 (L.1)		3.50	3.00	2.40
Anger Management		3.25	3.00	2.40
Bardock (L.1)		4.45	4.00	3.75
Bardock (L.2)		4.45	4.00	3.75
Bardock (L.3)		4.45	4.00	3.75
Black Thought Focus		3.50	3.00	2.80
Blitz!		3.25	3.00	2.80
Breakthrough Drill (alt. art)		4.15	4.00	3.75
Bubbles (L.1)		6.25	5.25	4.75
Bubbles (L.2)		6.25	5.25	4.75
Bubbles (L.3)		4.45	4.00	3.75
Frieza (L.1)		3.40	3.00▼	2.80
King Kai, the Mentor (L.4)		3.40	3.00	2.55
Krillin (L.1)		3.25	3.00	2.55
Meta-Cooler (L.1)		3.50	3.00▼	2.80
Meta-Cooler (L.2)		3.50	3.00	2.55
Meta-Cooler (L.3)		3.50	3.00▼	2.80
Mighty Mask (L.1)		3.25	3.00	2.80
Mighty Mask (L.2)		3.25	3.00	2.80
Mighty Mask (L.3)		4.45	4.00▼	3.75
Momentum		4.45	4.00▼	3.75
Namekian Healing		3.25	3.00	2.80
Red Arm Cannon		5.25	5.00	4.75
Reserves		3.25	3.00	2.80
Saiyan Conservation		3.50	3.00	2.40
Tuff Enuff Crush		3.25	3.00	2.55
Unpredictable		3.25	3.00	2.40

TRUNKS REFORGED

Trunks Reforged Deck Box	96.00	90.00▲	83.00
Trunks Reforged Theme Deck	9.00	8.50▼	7.25
FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Black Energy Deflection Drill	F	3.50	3.00	3.00
Black Overpowering Attack	F	3.50	3.00	2.00
Black Smoothness Drill	F	4.00	4.00▲	3.50
Black Water Confusion Drill	F	4.00	3.50▲	2.00
Blue Battle Drill	F	4.00	3.75▲	2.90
Blue Leaving	F	3.50	3.00	3.00
Breakthrough Drill	F	3.50	3.00	3.00
Captain Ginyu Frog	F	3.50	3.00	2.00
Captain Ginyu's Energy Attack	F	3.50	3.00	3.00
Concentration Drill	F	3.80	3.65	2.75
Confrontation	F	3.80	3.65	2.90
Don't You Just Hate That	F	3.50	3.50	3.00
Expectant Trunks	F	3.50	3.00	3.00
Frieza's Featherlight touch	F	3.50	3.50	3.00
Garlic Jr.'s Black Water Mist	F	3.50	3.25	2.30
Garlic Jr.'s Energy Blast	F	3.50	3.00	2.00
Garlic Jr.'s Revenge	F	3.80	3.65	3.20
Gohan Spots the Imposter Drill	F	3.50	3.50	3.00
Gohan, the Fighter (L.2)	F	4.25	3.75▲	2.75
Gohan, the Furious (L.1)	F	4.25	3.75▲	2.75
Gohan, the Warrior (L.3)	F	4.25	3.75▲	2.75
Goku, the Defender (L.2)	F	4.25	3.75▲	2.75
Goku, the Leader (L.1)	F	4.25	3.75▲	3.20
Goku, the Protector (L.3)	F	4.25	3.75▲	2.75
Goku's Battle Ready	F	3.50	3.50	3.00
Guru Fades	F	3.50	3.50	3.00
Hero's Lucky Break	F	4.00	4.00▲	3.50
King Cold's Sword Trick	F	4.45	4.00▼	3.90
Nail Combat Drill	F	3.50	3.50	3.00
Namek Dragon Ball 2	F	5.00	5.00	3.50
Namek Dragon Ball 4	F	3.50	3.50	3.00
Orange Junction Energy Blast	F	6.00	4.50	4.00
Orange Power Shifting Drill	F	4.00	4.00	3.50
Orange Special Cannon Drill	F	4.00	4.00	3.50
Piccolo, Revived (L.2)	F	5.75	4.25▼	3.90
Piccolo, the Avenger (L.1)	F	3.80	3.65	3.20
Piccolo, the Hero (L.3)	F	3.80	3.65	2.75
Red Gravity Drill	F	3.65	3.25▼	2.40
Red Power Rush	F	3.50	3.00	3.00
Saiyan Knee Strike	F	3.50	3.00	3.00
Showdown	F	3.80	3.65	3.20
Super Saiyan Trunks (L.3)	F	4.05	3.65	2.75
Surprise!	F	3.80	3.65	2.90
Tien Stands Ready	F	3.65	3.40	2.60
Trunks (L.1)	F	5.00	4.00	3.50
Trunks Defensive Crouch	F	3.80	3.65	3.20
Trunks Power Strike	F	3.80	3.65	2.75
Trunks Sword Position 3	F	3.50	3.00	3.00
Trunks, the Swordsman (L.2)	F	4.05	3.65	2.75
Vegeta, in Training (L.3)	F	4.05	3.65	2.75
Vegeta, the Determined (L.1)	F	4.05	3.65	3.20
Vegeta, the Powerful (L.2)	F	4.05	3.65	2.75
Vinegar's Revenge	F	3.50	3.00	2.00
What Was I Thinking	F	3.50	3.50	3.00

FOIL REDEMPTION CARDS

	SET	UPR	MED	LOW
Android 16 (L.1 HT)		6.00	5.50	5.25
Android 16, the Machine (L.2 HT)		6.00	5.50	4.95
Android 16, the Warrior (L.4)	CS	6.00	5.50	5.25
Android 17 (L.1 HT)		5.00	4.30▲	4.00
Android 17, the Energized (L.4)	CS	7.75	7.25	6.50
Android 17, the Leader (L.2 HT)		5.25	4.30▲	4.00
Android 18 (L.1 HT)		9.00	4.60▲	4.25
Android 18, the Model (L.2 HT)		6.50	5.50	4.95
Android 18, the Survivor (L.4)	CS	6.25	4.90	4.45
Android 19, Refreshed (L.4)	CS	5.50	4.40	3.55
Android 20, the Mastermind (L.4)	CS	6.75	6.25	6.00
Big Man on Campus	CG	4.85	4.00	4.00
Captain Ginyu (L.1 HT)	FS	8.00	6.75	6.00
Cell (L.2 HT)		10.50	10.25	9.75
Cell, Stage One (L.1 HT)		23.00	11.00▲	7.25
Cell's Charge	CG	5.25	4.30▲	4.00
Cell's Choke Hold	CS	5.25	4.30▲	4.00
DELETED!		6.25	4.30▲	3.95
Earth Dragon Ball 1		4.95	4.55▲	4.40
Earth Dragon Ball 2		5.75	5.25	4.75
Earth Dragon Ball 3		6.75	5.75	5.25
Earth Dragon Ball 4		4.90	4.25	3.55
Earth Dragon Ball 5		5.25	4.65	4.45
Earth Dragon Ball 6		6.75	4.90	3.55
Earth Dragon Ball 7		9.00	5.75	3.55
Feverish		4.15	3.00▲	1.90
Flashy Move	CG	4.00	4.00	3.15
Foreboding Evidence	AS	4.65	4.25	3.55
Frieza (L.1 HT)	FS	4.75	4.00	3.55
Frieza's Daunting Bombardment		2.75	2.50	2.40
Garlic Jr. (L.1 HT)	FS	4.75	3.90	3.65
Gohan's Heroic Uppercut	CG	5.50	4.00▼	3.85
Goku's High Kick		6.75	5.00	4.45
Goku's House	CG	9.50	5.00	4.40
Goku's Relentless Spirit (upcoming)		5.75	4.00	4.00
Gotenk's Potential		3.95	3.50	2.95
Interesting Information	CS	4.85	4.00	4.00
Interview with the Green Guy		4.85	4.00▼	3.00
King Cold, the Mighty (L.4 HT)		6.75	4.85▲	4.00
King Kai's New Home	CG	4.60	4.00	4.00
Krillin, the Hero (L.2 HT)		5.50	4.75▲	4.00
Krillin's Overhead Smack		4.30	4.00	4.00
Mr. Popo (L.1)		5.75	5.50▲	5.00
Mr. Popo (L.2)		5.50	4.60▲	4.00
Mr. Popo (L.3)		5.75	5.50▲	5.00
Nagging Drill		5.75	5.25	4.25
Peekaboo!	CS	5.75	5.00	4.40
Remote Control	CS	5.75	5.00	4.40
Rescuing Drill		5.75	5.25	4.25
Spice (L.1 HT)	FS	5.25	4.30▲	4.00
Super Saiyan Vegeta (L.1)	CG	10.50	7.50▼	5.75
Tien, the Swift (L.1 HT)		5.25	4.30▲	4.00
Trunks (L.1 HT)	FS	9.00	7.50▼	5.75
Trunk's Sword Slice		14.00	7.75▲	4.50
Vegeta's Energy Thrust		8.25	5.50	5.25
Vinegar (L.1 HT)	FS	6.50	5.00	4.40
PROMO CARDS		**UPR**	**MED**	**LOW**
A Burst of Energy	AS	3.80	3.20	3.00
A Father Struggles	CG	3.55	3.20	3.00
A Pair of Goodness		3.10	3.00	2.50
A Raditz Memory	CG	4.75	3.50	3.00
Android 16 Smiles	AS	4.75	3.75	3.40
Android 19 is Stoic	AS	3.50	3.00	3.00
Babidi's Evil Plans		11.00	6.00	4.50
Below the Belt		4.00	4.00	4.00
Black Lunge		25.00	21.00	11.25
Black Misguiding PunchBuu		4.00	4.00	3.90
Black Stomach Breaker		4.65	4.00	4.00
Black Stomach Breaker (gold foil)		4.00	4.00	4.00
Black Stomach Breaker (silver foil)		4.00	4.00	4.00
Black Sweeping Strike		5.00	4.00▼	4.00
Black Upward Dodge		5.25	5.00	4.50
Blast From the Past		5.25	5.00	4.50
Blue Backbreaker		36.00	17.50	4.00
Blue Battle Drill	TS	3.50	3.00	3.00
Blue Saving Catch Drill		11.00	4.50	3.75
Body Slam		6.75	4.00	4.00
Broly, Empowered (L.3)	Movie	11.25	9.25	7.50
Broly, Super Saiyan (L.2)	Movie	10.75	9.75▼	8.25
Broly, the Calm (L.1)	Movie	11.00	10.00	10.00
Calming Sanctuary	FS	4.35	3.00	3.00
Can He Do That?	CG	3.25	3.00	2.50
Captain Ginyu Transformed	FS	5.25	4.50	3.75
Catch Drill		5.25	5.00	4.50
Celestial Battleground	WG	4.35	3.00	3.00
Cell Jr.'s Flight	CG	4.35	3.00	3.00
Cell's Aerial Maneuvers		25.00	8.50	6.25
Cell's Domination Drill	CS	7.25	6.25	5.25
Cell's Self Destruct	CS	5.00	4.00	3.75
Champion Belt		28.00	12.00	4.00
Champion Drill		155.00	115.00▲	70.00
Champion's Aura		235.00	165.00▲	78.00
Chi-Chi (L.1)	WG	3.25	3.00	3.00
Clash of the Titans		6.50	4.00	4.00
Concentration Drill	TS	6.00	5.00	4.50

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Concentration Drill foil	TS	4.50	4.00▲	3.50
Confrontation		6.50	4.00	4.00
Cooler (L.1)		4.75	4.25	3.75
Cooler, the Mighty (L.2)		6.50	5.75▼	4.90
Cooler, the Shredder (L.3)		4.40	3.90▲	3.55
Deceptive Moves	Buu	8.00	4.50	4.25
Defensive Stance		7.75	4.00	4.00
Dragon's Glare	FS	3.75	3.50	3.25
Emotional Baggage		5.25	5.00	4.50
Energy Explosion		4.00	4.00	4.00
error dupe of Goku lvl 4 (P1)	SS	5.25	5.00▼	4.00
error dupe of Nappa lvl 4 (P7)	SS	3.75	3.50	3.25
Excitement		5.25	5.00	4.00
Fatherly Advice		78.00	60.00▼	50.00
Feeding Frenzy		4.00	4.00	4.00
Friends Help Friends	FS	3.75	3.50	3.25
Frieza's Anger Blast		12.50	6.00	4.00
Frieza's Force Bubble	FS	3.50	3.00	3.00
Frieza's Spirit	SS	5.25	5.00	4.00
Garlic Jr.'s Double Blast		4.00	4.00	4.00
Garlic Jr.'s Revenge	TS	4.25	3.50	3.00
Gohan (L.4)	SS	3.75	3.50	3.25
Gohan (L.4) gold foil	SS	8.25	8.00	6.75
Gohan (L.4) rainbow foil	SS	5.25	5.00	4.00
Gohan Season (Wild Card)		4.65	4.25	4.00
Gohan Season (You Win)		5.00	5.00	4.50
Gohan, Released (L.3)		4.00	4.00	4.00
Gohan's Anger	SS	3.50	3.00	3.00
Gohan's Defense Drill		4.85	4.00	4.00
Gohan's Hidden Power	BS	5.50	4.25	4.00
Gohan's Jump Kick		17.50	16.50▲	16.00
Gohan's Kamehameha		4.00	4.00▲	3.75
Gohan's Nimbus Cloud		7.00	5.00	4.50
Gohan's Power Hit		30.00	28.00	4.00
Goku (L.4)	SS	7.25	6.25▲	5.00
Goku (L.4) gold foil	SS	4.75	4.00	3.75
Goku (L.4) rainbow foil	SS	8.00	5.50	4.25
Goku Charges	CG	8.50	6.00	5.00
Goku Season (Wild Card)		4.50	4.00	4.00
Goku Season (You Win)		5.25	5.00	5.00
Goku the Mighty (L.1)		3.75	3.50	3.25
Goku's Attack	SS	7.00	5.00	4.00
Goku's Blinding Strike (alt. foil)		150.00	145.00▲	135.00
Goku's Dashing Punch	AS	5.25	5.00▼	4.00
Goku's Energy Clash	BS	4.85	4.00▼	4.00
Goku's Energy Explosion	BS	4.30	4.00	4.00
Goku's Face Break	Buu	4.30	4.00	4.00
Goku's Good Swift Kick	FS	6.00	4.85▲	3.75
Goku's Head Pull		5.25	5.00	4.50
Goku's Hesitation	AS	5.25	5.00	4.00
Goku's Jump Kick		5.00	4.00▲	3.75
Goku's Power Strike	Buu	5.25	4.30▲	4.00
Goku's Relentless Spirit		5.00	4.00▲	3.75
Goku's Reunion		4.50	3.75▲	3.40
Gotenk's Fast Action	Fus	5.25	4.00	4.00
Gotenk's Head Butt		4.00	4.00	4.00
Grand Kai's Palace	BS	4.00	4.00	4.00
Grand Kai's Palace (gold foil)	BS	8.00	7.00	6.25
Grand Kai's Palace (silver foil)	BS	6.00	4.00	4.00
Half-Nelson		4.00	4.00	4.00
Half-Nelson (gold foil)		9.00	6.50	4.00
Half-Nelson (silver foil)		6.00	4.00	4.00
Head to Head Action		3.90	3.75	3.65
Hercule Draws Steel	Fus	3.90	3.75	3.65
Hercule's Nibble		5.00	4.00▲	3.75
Heroic Block	WG	3.50	3.00	3.00
He's Safe	CS	3.50	3.00	3.00
Homework Time …		5.50	4.00	4.00
Huge Drill		11.00	5.00	4.00
Huge Strength Maneuver		6.25	5.00▲	4.00
HUH???	WG	7.75	6.75▲	5.50
Human Extinction Attack	Fus	7.00	4.00▲	3.75
I Didn't Want This		10.00	5.75	4.00
I Want You!		4.50	4.00▲	3.90
I'm a Popo in a Bottle …		4.25	4.00	4.00
Impressive Power		10.00	4.00	4.00
It's Empty?		4.00	4.00▲	3.75
It's Just Not Worth It!	FS	3.50	3.00	3.00
Jawbreaker Hail Storm	tin	5.50	5.00	4.25
Jewel	BS	4.00	4.00	4.00
Just Thinking	CS	4.85	4.00	3.50
Kami's Idea	CS	4.50	4.00▲	3.50
Ki-Charged Palm Block		6.50	4.00	4.00
Kick Him When He's Down		4.50	4.00▲	3.75
Kid Trunks, the Fighter (L.2)	Buu	4.00	4.00	4.00
King Cold's Sword Trick	TS	3.50	3.00	3.00
King Kai (L.1)		24.00	5.75▲	5.00
King Kai (L.2)		23.00	12.50▼	11.50
King Kai (L.3)		23.00	12.50	4.00
Krillin (L.4)	SS	15.75	3.00	3.00
Krillin (L.4) gold foil	SS	6.25	5.75	5.00
Krillin (L.4) rainbow foil	SS	4.95	3.00	3.00
Krillin is Ready	AS	23.00	5.00▼	4.00
Krillin Season (Wild Card)		4.25	4.00	4.00
Krillin Season (You Win)		5.25	5.00	4.75
Krillin's Face Slap		5.25	4.50▲	4.00
Krillin's Help		5.50	5.00	4.75
Krillin's Search	AS	6.00	5.00▼	4.00
Krillin's Surprise	CG	15.00	12.50	8.50
Krillin's Trick	SS	7.00	5.00	4.00
Land in Pain	CS	7.50	6.00▼	4.50
Let the Games Begin!		17.50	12.50▲	10.25
Line Up		9.00	5.75▲	4.15
Long Journey		8.00	4.00	3.55
Looking Good	CS	5.25	5.00	4.00
Majin Babidi's Magic	BS	8.00	7.00	5.50
Majin Buu's Childish Taunt		9.00	6.50▲	5.50
Majin Buu's Fury	Buu	9.75	6.25▲	4.80
Majin Buu's Loogie	tin	5.25	5.00▲	4.65
Majin Buu's Smooch	Buu	7.00	6.75▲	5.00
Majin Funny Face		9.25	6.50▼	6.00
Majin Rapid Fire		5.25	5.00	4.50
Majin Strength Manuever	BS	7.50	6.50	5.25
Majin's Perfect Defense	WG	4.35	3.00	3.00
Make a Wish		3.75	3.50	3.25
Massive Technology	CG	5.50	4.50	3.75
Master Roshi's Makeshift Background	BS	5.50	4.00	4.00
Master Roshi's Scouting Drill	KB	9.25	8.00▲	7.50
Mean Squeeze		6.50	4.00	4.00
Motherly Rage		8.75	5.00	4.40
Multi-form Training		6.50	4.00	4.00
Multi-Purpose Strike		6.00	5.00▼	4.50
Namekian Sky Beam		10.00	5.75▲	5.00
Namekian's Strike		41.00	21.00▼	14.00
Nappa (L.4)	SS	3.75	3.50	3.25
Nappa (L.4) gold foil	SS	5.75	4.75	3.90
Nappa (L.4) rainbow foil	SS	7.00	6.25▲	4.90
Orange Conversion Drill		5.25	5.00	4.50
Orange Conversion Drill (gold foil)		7.00	5.00▼	4.50
Orange Conversion Drill (silver foil)		5.25	5.00▼	4.50
Orange Forceful Kick	FS	6.50	4.00	3.50
Orange Palm Technique	Fus	4.45	3.00▼	1.90
Orange Power Point	Fus	8.50	6.75▲	6.50
Orange Prepared Stance		7.75	5.25▼	4.75
Out for a Walk		4.85	4.00	4.00
Outburst Drill	Buu	5.25	5.00	4.50
Outer Space	BS	5.25	5.00	4.50
Overhead Squeal		7.50	5.75	4.90
Pain Hurts		4.00	4.00	4.00
Pep Talk		3.30	3.20	3.10
Piccolo (L.4)	SS	6.50	4.00	3.50
Piccolo (L.4) gold foil	SS	7.50	6.25	4.90
Piccolo (L.4) rainbow foil	SS	3.20	3.00	3.00
Piccolo's Fist Block	CS	5.50	4.50	3.75
Piccolo's Multiform		15.50	15.50	4.00
Piccolo's Power Ball		15.50	5.75▲	4.50
Piccolo's Revenge	SS	3.20	3.00	3.00
Pikkon (L.4)		7.75	6.50	5.25
Pikkon's Leg Catch		27.00	17.00▼	8.00
Planet Vegeta	AS	5.75	5.50	4.90
Play Fighting		4.55	3.20▲	3.00
Pose with Style		8.00	5.75▲	4.00
Power of Cookies!!!		20.00	11.75▼	4.00
Power Through Might	BS	5.50	4.00	4.00
Purugna's Approval	KB	3.90	3.75▼	3.40
Quick Recovery Drill	WG	4.35	3.00	3.00
Racing Drill		4.85	4.00	4.00
Raditz (L.4)	SS	6.00	4.00	3.00
Raditz (L.4) gold foil	SS	5.00	3.70	3.30
Raditz (L.4) rainbow foil	SS	4.35	3.00	3.00
Red Blocking Hand	FS	5.25	5.00	4.50
Red Blowing Steam Drill		10.50	7.25	4.90
Red Mouth Shot	Buu	4.85	4.00	4.00
Red Overbearing Attack		7.50	6.00	5.00
Red Pressured Attack	WG	5.25	4.00	3.00
Releasing the Sword		9.50	6.00▲	4.75
Releasing Untapped Potential	Buu	4.85	4.00	4.00
Ring Out		3.30	3.20	3.10
Saiyan Crush	WG	4.95	3.00	3.00
Saiyan Face Jab		6.75	5.25▼	4.75
Saiyan Knee Block		4.95	3.00	3.00
Saiyan Straight Shot		4.35	3.00	3.00
Saiyan Training		6.00	3.00	3.00
Save!		5.25	5.00	4.50
Showdown	TS	6.00	3.00	3.00
Showing Off Your Power		5.25	4.75	4.40
Smokin' Barrels		8.25	7.50▲	6.50
Stop Fighting		4.35	3.00	3.00
Stop!		4.30	4.00	4.00
Strike a Pose		4.95	3.00	3.00
Super Arm Cannon of Super Stuff!		4.25	4.00	3.85
Super Buu's Absorption		7.25	5.75	5.25
Super Buu's Choke Hold		8.75	6.50▲	5.50
Super Saiyan Gohan		15.00	11.50▼	7.75
Super Saiyan Goku		12.25	9.50▲	9.00
Super Saiyan Goku's Power	SS	9.75	8.25▲	6.75
Supreme Kai Sensei		7.50	5.75	4.90
Surprise!	TS	6.25	3.50	3.25
Taking a Break	Fus	8.25	7.50▲	6.50
Tapkar on the Move	WG	4.95	3.00	3.00
Taunt		5.50	4.50▲	4.00
Team Work Kamehameha		25.00	18.00	10.00
That Tickles!		5.50	5.00▼	4.75
The Eyes Have It	AS	4.35	3.00	3.00
The Last Wish	FS	8.75	5.75▼	3.00
The Pairings		7.75	6.00▲	4.75
Think Really Really Hard		5.25	4.85	4.45
Tien Stands Ready	TS	6.00	3.00	3.00
Tien's Power Stance		4.85	4.00	4.00
Total Defense Drill	BS	5.50	4.00	4.00
Trunks Defensive Crouch	TS	5.75	4.85▲	3.75
Trunks Power Strike	TS	6.75	5.25	4.15
Trunks Thinking	CS	6.00	5.00▼	5.00
Ultimate Champion		6.50	6.00▲	5.50
Unbelievable Strength		9.00	6.00▲	4.75
Vegeta (L.4)	SS	4.95	3.00	3.00
Vegeta (L.4) gold foil	SS	4.80	3.60	3.30
Vegeta (L.4) rainbow foil	SS	3.20	3.00	3.00
Vegeta at Full Power	CG	4.35	3.00	3.00
Vegeta is Lurking	CG	9.50	7.25	4.90
Vegeta, the Celestial (L.1)	Fus	41.00	30.00	14.25
Vegeta's Energy Focus		14.25	10.00▼	6.75
Vegeta's Lunge	FS	12.00	11.50▲	7.25
Vegeta's Smirk	SS	5.00	4.50	3.75
Vegito's Gut Punch		4.85	4.00	4.00
Victorious		31.00	22.00▼	12.00
Victorious Drill		61.00	46.00▲	14.25
Videl's Battle Ready	WG	4.85	4.00	3.50
Videl's Head Kick		3.20	3.00	3.00
Warrior's Preparation		5.25	5.00	4.00
Wedding		3.30	3.20	3.10
Where There's Life, There's Hope (alt. foil)		40.00	38.00▲	34.00
World Champion Punch		5.25	4.85▲	4.45
Yamcha Practice Drill		4.85	4.00	4.00
Yamcha Season (Wild Card)		4.25	4.00	3.85
Yamcha Season (You Win)		5.25	5.00	4.75
Yamcha Vigor		4.85	4.00	4.00
Yamcha's Revenge	CG	7.25	3.00	3.00
Yamcha's Right Cross	AS	4.85	4.00	3.50
Z Warriors Band Together		8.50	5.75	4.40

A Game of Thrones

WESTEROS ED. (229 cards)

Westeros Set		200.00	200.00	195.00
Westeros Starter Box		110.00	100.00▼	91.00
Westeros Booster Box		105.00	95.00▼	89.00
Westeros Starter Deck		10.50	10.00	9.50
Westeros Booster Pack		4.25	3.50▼	3.00
Rare card		4.75	3.50▲	3.00
Uncommon card		1.00	1.00	0.70
Common card		0.25	0.25	0.15
Fixed card (X)		1.40	1.00▲	0.95
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Bran Stark	R	5.00	4.00	4.00
Burden of Authority	R	4.50	4.00▲	3.25
Chamber of the Painted Table	R	8.00	5.00▼	4.00
Counterplot	R	14.00	8.00▼	7.50
Craven	R	4.75	4.00▲	2.90
Grand Maester's Chain	R	5.50	4.25▲	3.50
Great Sept of Baelor	R	5.50	3.90▲	3.20
Grey Wind	R	5.50	4.15▲	3.25
Harrenhal	R	5.50	3.90▲	3.20
Ice	R	9.00	6.00	5.50
Library Tower	R	7.50	6.00	5.25
Melisandre	R	15.75	9.25▼	6.50
Messenger Raven	R	8.00	7.25▲	6.00
Needle	R	6.00	5.50	3.75
Now it Comes to War!	R	7.75	4.00▼	3.00
Old Nan's Tales	R	6.00	4.50	3.50
Protection of the Keep	R	4.75	4.00▲	3.25
Pyromancers	R	6.75	5.50	3.75
Rioting	R	12.00	11.50	7.50
Riverrun	R	5.50	3.90▲	3.20
Robb Stark	R	6.00	6.00▲	4.00
Rookery	R	6.50	6.00	4.15
Royal Funeral	R	6.00	5.25▲	3.75
Ruby of R'hllor	R	6.75	6.00	4.15
Samwell Tarly	R	10.50	10.00	9.75
Ser Davos Seaworth	R	4.75	4.00	4.00
Ser Gregor Clegane	R	5.50	3.75▲	3.50
Ser Ilyn Payne	R	9.00	6.75▲	6.00
Siege	R	4.75	3.90▲	3.20
Silent Sisters	R	7.75	6.25▲	5.25
Sorrowful Man	R	6.50	6.00	4.50
Stargazing	R	8.25	6.00	6.00
Street of Sisters	R	12.00	7.50	7.00
Street of Steel	R	12.00	7.50	7.00
Summer	R	6.25	5.00▲	3.75
Support of the People	R	17.50	15.00▼	13.50
The Eyrie	R	12.75	10.50▲	9.75
The Frostfangs	R	5.50	3.75▲	3.50
The Hound	R	4.75	4.00▲	3.25
The Iron Throne	R	9.00	7.75	7.25
The King's Peace	R	11.25	10.50	8.75
The Lion's Mouth	R	5.50	5.00▲	3.50
Tywin Lannister	R	5.50	4.00	4.00
Varys	R	6.25	6.00▲	4.00
Wheels within Wheels	R	20.00	19.50▼	15.50
White Raven	R	6.50	5.00▲	3.75
Wolfswood	R	4.75	3.90▲	3.20

A SEA DF STDRMS (145 cards)

A Sea of Storms Set		205.00	190.00▼	185.00
Booster Box		230.00	220.00▲	205.00
Booster Pack		6.25	5.50▲	4.65
Rare card		5.50	4.50▲	3.75
Uncommon card		1.25	0.90▼	0.70
Common card		0.30	0.25	0.20
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Blockade	R	6.50	5.50	5.00
Conquer	R	8.00	7.25▼	7.00
Dagmer Cleftjaw	R	7.50	5.25	5.00
Euron Crow's Eye	R	9.50	8.00	7.75
Gorold Goodbrother	R	6.50	5.00	5.00
Greatjon Umber	R	7.25	4.90	4.20
Holding the Trident	R	6.25	5.25	4.25
House Arrest	R	5.50	5.00	5.00
House Blacktyde Guardsman	R	5.50	5.00▼	4.75
House Marbrand Maester	R	6.50	5.50▼	5.00
Janos Slynt	R	5.25	5.00	4.25
King's Gate	R	7.00	5.00	5.00
Lightbringer	R	10.75	5.25	5.00
Longship "Iron Victory"	R	6.00	5.00▲	3.50
Mountains of the Moon	R	7.25	5.50	5.00
Power and Wealth	R	6.75	5.25	5.00
River Gate	R	5.00	5.00	4.75
Robb Stark	R	10.25	7.25	6.00
Ser Axel Florent	R	6.75	5.25	5.00
Ser Barristan Selmy	R	6.75	5.50▼	4.75
Ser Jaime Lannister	R	10.00	9.00▲	7.50
Ser Lancel Lannister	R	7.50	6.75▼	5.25
Ser Preston Greenfield	R	7.25	5.50▼	4.75
Stannis Baratheon	R	14.75	11.75▲	8.25
Thoros of Myr	R	7.00	5.25	5.00
Tithe	R	5.00	4.75	4.00
Training Grounds	R	8.50	8.00▼	4.00
Valar Morghulis	R	12.00	12.00▲	10.75
Walls of Westeros	R	9.75	5.50▲	4.50
Widow's Wail	R	7.00	6.50▲	5.00
Winterfell Castle	R	12.75	7.00	5.50

A FLIGHT OF ORAGDNS (145 cards)

A Flight of Dragons Set		190.00	150.00	145.00
Booster Box		91.00	90.00	90.00
Booster Pack		3.35	3.25	3.15
Rare card		5.00	4.00	3.75
Uncommon card		1.50	0.90▼	0.75
Common card		0.25	0.20	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Archmaester	R	7.50	6.75▲	6.25
Beric Dondarrion	R	7.00	6.50▲	5.75
Countermeasures	R	7.50	5.00▲	4.75
Dragon Flight	R	10.00	9.00▲	4.95
Drogon	R	16.75	13.00▲	10.25
Formal Petition	R	7.00	5.25▼	5.00
Great Wyk	R	5.00	5.00▲	3.75
Ironman's Bay	R	7.00	5.00▲	4.80
King's Spider	R	7.00	6.00▲	4.50
Lethal Counterattack	R	9.50	7.50▲	6.25
Lys	R	5.00	5.00▲	3.75
Lyseni Assassin	R	8.00	7.00▲	4.65
Maegi	R	6.00	5.25▲	4.25
Marbrand Estates	R	7.00	6.50▲	5.50
Meereen	R	7.00	5.00▲	4.00
Qarth	R	7.00	5.25▼	4.25
Recruiting Tent	R	9.00	7.25▲	4.70
Rhaegal	R	12.00	9.25▲	7.25
Ritual of R'hllor	R	6.25	5.25	4.25
Roose Bolton	R	9.00	5.75▲	4.30
Ser Gregor Clegane	R	7.50	5.75▲	4.40
Ser Jorah Mormont	R	6.00	4.75	4.00
Stormborn	R	7.25	6.00	4.50
Stranglehold	R	9.50	7.75▲	7.25
Street of Silk	R	9.00	5.75▲	5.25
Strong Belwas	R	5.00	5.00▲	3.75
Syrio Forel	R	7.75	6.00	4.45
Ten Towers	R	5.00	4.75	3.65
The Dreadfort	R	6.75	5.75▲	4.30
The Lion's Claws	R	7.00	5.50▲	4.05
The Stone Drum	R	7.25	5.75▲	4.30
Treacherous Passage	R	7.25	5.25	4.00
True Queen's Decree	R	8.00	7.50▲	4.80
Viserion	R	18.75	12.75▲	8.50
Winterfell Armory	R	6.75	6.00▲	5.25

ICE ANO FIRE (260 cards)

Ice and Fire Set		285.00	240.00▼	200.00
Starter Box		93.00	90.00▲	87.00
Booster Box		88.00	80.00▼	80.00
Starter Deck		9.25	9.00▼	9.00
Booster Pack		3.00	3.00	2.95
Rare card		3.50	3.00	2.95
Uncommon card		0.95	0.85	0.70
Common card		0.25	0.25▲	0.20
Fixed card (X)		1.35	1.10▲	1.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aegon's Hill	R	4.75	4.35▲	4.00
Alliance	X	2.00	1.60▲	1.10
Castellan of Harrenhal	R	4.75	4.35▲	4.00
Drogon	R	9.75	6.75▲	5.25
Herding the Masses	R	4.75	4.35▲	4.00
House Tactician	R	5.50	4.50▲	3.75
Jon Snow	R	5.00	4.35▲	3.75
King's Hall	R	7.75	4.00	3.00
Storm of Swords	X	2.25	1.60▲	1.10
The Great Host	R	10.00	5.75	3.00
Uneasy Peace	R	12.00	7.50▲	3.50

SPECIAL SETS & PROMOS

PREMIUM STARTER DECK (108 cards; 8 new)

Premium Starter Deck	19.00	17.00▲	15.50
Castle Defenses	11.25	4.00	2.50
House Florent Knight	18.00	12.00▲	4.00
House Mormont Spearman	9.00	7.00▲	4.00
House Payne Ambassador	13.50	9.50▲	4.00
New Recruits	9.00	7.00▲	4.00
Rescued from the Sea	11.25	4.00	2.15
Septon's Blessing	7.75	4.00	2.15
Support of Lannisport	7.75	4.00	3.25

ETCHED STONE HOUSE CARDS

Baratheon	35.00	24.00▼	22.00
Greyjoy	38.00	30.00▼	23.00
Lannister	35.00	26.00▼	23.00
Stark	41.00	30.00▼	23.00
CARD NAME	**UPR**	**MED**	**LOW**
At Night They Howl	14.25	11.50▲	6.25
Castle Black	9.00	7.00▲	5.50
Chella Daughter of Cheyk	8.50	7.50▼	5.25
Ghost	19.25	15.50▼	10.50
Rhaegal	6.50	6.00	5.00
Take the Black	13.50	11.75▲	7.00
The King's Seal	9.50	9.25▼	5.50
Vulnerability	7.25	5.50▲	3.80

HumAliens Collectible Card Game

BASE SET (203 cards)

Base Set		215.00	215.00▼	215.00
Starter Box		96.00	96.00▲	95.00
Booster Box		86.00	86.00▼	85.00
Starter Deck		9.25	9.00	7.50
Booster Pack		2.95	2.90▼	2.70
Rare card		3.00	2.95	2.85
Uncommon card		1.00	0.75▲	0.50
Common card		0.25	0.15	0.10
PROMD CARDS		**UPR**	**MED**	**LOW**
Fing-X		3.50	3.00	1.75
Freak		3.50	3.00	2.45
Icer-X		3.50	3.00	1.75
Katra-X		3.50	3.00	1.75
Keck		3.50	3.00	2.45
MonZ		3.50	3.00	1.75
Ooga-X		3.50	3.00	2.45
Orion-X		3.50	3.00	1.75
Out There		3.50	3.00	2.45
Ultamar		3.50	3.00	1.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Andromeda	R	3.65	3.25	3.00
Asimo	R	3.65	3.25	3.00
Atom	R	3.65	3.25	3.00
Clarke	R	3.65	3.25	3.00
Count Ripp	R	3.65	3.25	3.00
Creepy-X	R	11.75	3.50▲	3.00
Cronos	R	3.65	3.25	3.00
Dark Lor	R	3.65	3.25	3.00
EQ-II	R	3.65	3.25	3.00
Frostburn	R	3.65	3.25	3.00
Grolum	R	3.65	3.25	3.00
Hawking	R	3.65	3.25	3.00
Heaven	R	3.65	3.25	3.00
Infectious	R	3.65	3.25	3.00
Jag	R	3.65	3.25	3.00
Laser	R	3.65	3.25	3.00
Lexicon	R	3.65	3.25	3.00
Light	R	3.65	3.25	3.00
Magnanimous	R	3.65	3.25	3.00
Mass Tink	R	3.65	3.25	3.00
Molecor-X	R	3.65	3.25	3.00
Nomy	R	3.65	3.25	3.00
Octeratop	R	3.65	3.25	3.00
Phere	R	3.65	3.25	3.00
Rage	R	3.65	3.25	3.00
Red	R	3.65	3.25	3.00
Rivalis	R	3.65	3.25	3.00
Sagan	R	3.65	3.25	3.00
Sci	R	3.65	3.25	3.00
Silo	R	3.65	3.25	3.00
Sirius-1	R	3.65	3.25	3.00
Ubiquita-X	R	3.65	3.25	3.00
Utopia	R	3.65	3.25	3.00
Vasta	R	3.65	3.25	3.00
War	R	3.65	3.25	3.00
Wordy-X	R	3.65	3.25	3.00
Xoton	R	3.65	3.25	3.00

Initial D

BASE SET (217 cards)

Initial D Set		235.00	235.00▼	230.00
Starter Box		105.00	105.00▲	100.00
Booster Box		87.00	81.00	70.00
Starter Deck		11.50	10.50	9.25
Booster Pack		3.60	3.50	3.25
RX-7 FC DVD (1/case)	DVD	47.00	42.00	38.00
Rare card		3.50	3.35	3.15
Uncommon card		1.00	1.00	0.90
Common card		0.25	0.20	0.10
Fixed card (X)		1.55	1.50	1.40
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
4WD Drift	R	4.00	3.75▲	3.45
360 Degree Spin	R	3.60	3.50	3.20
Chase Match	R	4.00	4.00▲	3.50
Drive Like Hell	R	5.25	4.00▲	3.30
Engine Swap	R	4.00	3.50	3.20
Evo III	R	6.50	4.50▲	3.75
Exit Acceleration	R	3.50	3.50	3.20
Grip the Corner	R	4.00	3.50	3.20
Gutter Running Exit	R	3.50	3.50	3.20
Initial Drift	R	4.00	3.50	3.50
Initial Drive	R	5.25	3.75▲	3.50
Leader Of the Night Kids	R	4.20	3.75	3.30
Leader of the SpeedStars	R	4.00	3.50	3.20
Levin 85	R	4.00	3.50	3.20
Mako "Maya" Satou	R	6.75	4.00	3.30
Mistake In Preparations	R	5.25	3.75	3.30
Riding the Gutter	R	6.75	3.50	3.10
RX-7 FC	R	4.45	4.15▲	3.65
Ryousuke "Ry" Takahashi	R	5.00	4.00▲	3.50
Shingo Shouji	R	4.00	3.50	3.20
Simone Sayuki	R	4.40	3.75	3.30
SiR2	R	4.00	3.50	3.20
Skyline GT-R	R	6.25	3.75	3.30
Takeshi "Zack" Nakazato	R	4.20	3.75▼	3.30
Takumi "Tak" Fujiwara	R	12.25	3.75▼	3.30
The Crowd Goes Wild	R	4.00	3.50	3.20
Tight Twin Drift	R	3.75	3.50	3.20
Tofu Shop Drift	R	5.25	3.75	3.30
Trueno 86 SE	UR	53.00	29.00▲	22.00
White Comet of Akagi	R	4.00	3.90▲	3.55

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

It's available now from your local game retailer or from us at (800) 258-0929 (www.krausebooks.com)!

DIAMOND EDITION (488+100 foil cards)

Diamond Ed. Set (no foils)		325.00	280.00▼	240.00
Starter Box		80.00	75.00▼	66.00
Booster Box		91.00	85.00▼	78.00
Starter Deck		11.50	11.00	10.00
Booster Pack		3.35	3.30	3.15
Foil card		5.00	5.00▼	5.00
Rare card		3.85	3.05	3.00
Uncommon card		1.55	0.90▼	0.70
Common card		0.25	0.20	0.10
Fixed card (X)		1.00	1.00	0.90
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Ambush	F	12.00	10.75▲	10.25
Feign Death	F	15.50	11.25▲	10.25
Geisha Assassin	F	10.50	9.25▲	7.25
Kakita Mai	F	10.00	8.25▲	8.00
Kenshinzen	F	14.50	9.75▲	5.75
Kolat Recruiter	F	10.50	7.75▼	5.00
Ninja Kidnapper	F	10.50	7.75▼	5.00
Shinjo Nakaga	F	10.50	7.50▲	5.00
Sneak Attack	F	12.75	7.75▼	5.00
Spirit Guide	F	11.75	7.75▲	5.00
The Egg of P'an Ku	F	16.00	13.00▲	10.00
Wedge	F	32.00	20.00▼	13.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Ambush	R	9.50	6.00▲	4.05
Bayushi Tsimaru	R	4.55	3.45▲	3.10
Blade of Secrets	R	4.50	3.55▲	3.10
Blade of Truths	R	4.50	3.55▲	3.10
Contested Holding	R	5.75	4.15▲	3.05
Doji Tanitsu	R	4.30	3.45▲	3.10
Dragon Pearl	R	5.00	4.00▲	3.10
Feign Death	R	14.50	10.00	3.10
Hoshi Wayan	R	4.40	3.30▲	3.10
Kenshinzen	R	8.25	5.00▲	3.05
Ki-Rin	R	4.70	3.70▲	3.10
Kolat Recruiter	R	7.75	5.50▲	3.05
Kuro's Fire	R	7.00	4.50▲	3.35
Lion Scout	R	4.50	3.55▲	3.10
Palm Strike	R	10.25	7.00▲	3.05
Sneak Attack	R	6.00	3.25▲	3.10
The Egg of P'an Ku	R	12.75	8.75▲	5.25
The Emerald Armor	R	4.55	3.45▲	3.10
The Imperial Standard	R	4.50	3.55▲	3.10
The Legion of Two Thousand	R	5.50	3.25▲	3.10
Wedge	R	12.00	9.25▲	4.10
Written in Blood	R	5.25	4.15▲	3.35

SPECIAL SETS & PROMOS

TWO-PLAYER STARTER SETS	**UPR**	**MED**	**LOW**
Battle of Beiden Pass	18.50	15.00	11.25
Siege of Sleeping Mountain	18.50	16.75	14.75
Storms Over Matsu Palace	20.00	19.00	15.50
Training Ground	20.00	19.00	18.00

PREMIUM CARDS	**SET**	**UPR**	**MED**	**LOW**
Dairya	BBP	8.25	6.25	6.25
Deathseeker's Glory	TG	5.00	5.00	3.50
Matsu Hyun	TG	8.50	5.00	3.50
Mirumoto Bujun	SSM	5.00	5.00	5.00
Monstrous War Machine of Fu Leng	BBP	7.75	7.50	7.25
Seppun Hotaitaka	SSM	5.00	5.00	5.00
The Hidden Temples of the Naga (Mon-backed)	SOM	5.00	5.00	5.00
The Naga Stronghold (variant)	SSM	8.75	7.50	6.25
The Ruined Fortress of the Scorpion (Mon-backed)	SOM	5.00	5.00	5.00
Voitagi	TG	5.00	5.00	3.50
Wanton Destruction	TG	5.00	5.00	3.50

HEROES OF ROKUGAN

Heroes of Rokugan Binder Set 275.00 250.00 225.00

TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Atarasi's Armor	X	14.00	14.00	5.00
Gusai	X	12.00	11.50	5.50
Hida Osano-Wo	X	22.00	20.00	14.25
Judgement	X	26.00	17.50▼	14.25
Kakita Rensei	X	19.50	14.00	9.00
Otaku Shiko	X	13.75	11.00	8.00
The First Oni	X	13.25	10.25▼	7.50
Warrens of the Nezumi	X	12.00	12.00	8.50

1,000 YEARS OF DARKNESS (94 cards)

1,000 Years of Darkness Binder Set 250.00 200.00 200.00

TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Bayushi Aramoro (exp.)	X	9.00	7.00	4.00
Candas	X	9.00	8.50	7.25
Daidoji Uji (exp. 2)	X	12.00	12.00	9.25
Goju Hitomi (exp. 3)	X	12.00	8.50	4.25
Hantei Kachiko (exp. 3)	X	12.00	12.00	11.00
Hantei the 39th	X	12.00	12.00	10.50
Hida Yakamo (exp. 3)	X	12.00	11.50	8.50
Horiochi Shoan (exp.)	X	11.00	8.00	4.00
Hoturi the Heartless (exp. 3)	X	12.00	12.00	10.00
Importune Kami	X	13.50	8.50	4.00
Isawa Tsuke (exp. 2)	X	12.00	8.50	4.00
Kage (exp. 3)	X	9.00	8.50	7.25
Oracle of Thunder (exp.)	X	12.00	8.50	4.00
Otaku Kamoko (exp. 3)	X	12.00	12.00	9.00
Radakast (exp. 2)	X	9.00	7.00	4.00
Ruins of Otosan Uchi	X	12.00	12.00	11.00
Seppun Matsuo	X	9.00	7.00	4.00
Shashakar (exp. 2)	X	10.00	7.50	4.00
Shosuro Nabukazo	X	9.00	7.50	5.75
Tadaka's Last Wish	X	12.00	11.50	9.25
The Imperial Palace of Fu Leng	X	12.00	12.00	5.50
The Jade Hand (exp.)	X	12.00	12.00	3.25
The Maw	X	16.50	12.75	10.25
Togashi Mitsu (exp. 2)	X	7.25	7.00	6.50
Toku (exp. 2)	X	12.00	11.50	8.50
Toturi (exp. 3)	X	12.00	10.00	7.25
Toturi's Grave	X	12.00	8.50	5.00
Yogo Junzo (exp. 2)	X	9.00	7.00	4.00
TOP PROMO CARDS	**RAR**	**UPR**	**MED**	**LOW**
A Perfect Cut (2 versions)	pr	10.00	10.00	6.00
A New Wall	pr	10.00	5.75▼	5.25
A'ichtr'foo	F	9.00	8.00▲	5.50
Akasha	F	15.50	10.25	5.50
Akodo's Shrine	F	8.00	8.00	5.00
Annexation	pr	8.00	6.50	5.00
Bayushi Ryo	F	5.50	5.50▲	5.00
Benefits of Experience		7.25	6.50	5.75
Celebration	pr	10.25	8.50	6.75
Celestial Sword of the Crab	F	25.00	25.00	13.50
Celestial Sword of the Crane	F	20.00	14.75	10.50
Celestial Sword of the Dragon	F	25.00	25.00	13.50
Celestial Sword of the Phoenix	F	25.00	25.00	15.00
Celestial Sword of the Scorpion	F	20.00	11.00	4.25
Celestial Sword of the Unicorn	F	25.00	20.00▼	11.75
Crippline Blow	pr	8.75	7.25▲	5.50
Dark Oracle of Earth	F	11.00	9.75	6.00
Defend Your Honor (alt. art)	pr	10.50	7.50	4.25
Designer Wins	pr	425.00	305.00	155.00
Feared Duelist	F	9.00	8.00	8.00
Hanabi	pr	12.00	10.00	9.00
Hatamoto	F	11.25	10.50	6.25
Helm of Thunder	F	12.25	10.50	5.00
Hida Sukune (exp)	pr	10.00	7.50	4.25
Hunting Tiger	F	20.00	16.00	15.75
Imperial Ambassador	pr	23.00	17.50	13.25
Isawa's Last Wish	F	9.75	8.00	7.25
Isawa's Last Wish	pr	8.50	8.00	6.50
Kachiko's Kiss	pr	9.00	6.50	5.00
Kakita Yoshi	pr	7.50	5.50	4.25
Kyuden Yoritomo (HE5)	MB	7.75	6.25▲	5.00
Legion of Two Thousand	F	63.00	38.00	19.25
Ono	F	10.25	8.50	6.75
Prayers and Blessings	F	10.00	5.75▲	5.00
Ray of Hope	F	54.00	42.00▼	17.50
Rikugunshokan	F	9.00	6.50	4.90
Sharp-Sharp Stick	F	8.00	5.50▼	5.50
Small Farm	F	10.25	8.50	6.75
Taking Credit	F	10.50	6.50	5.00
Tattoo Madness	pr	9.75	6.50	5.00
The Ancestral Home of the Lion (Im.Ed.)	MB	7.25	6.50	5.75
The Damned	F	7.25	6.50	5.75
The Farther You Fall	pr	9.75	6.50	4.25
The Great Walls of Kaiu (Prl.Ed.)	MB	7.00	6.00	5.50
The Imperial Favor (token)	pr	6.25	5.25	5.00
The Provincial Estate of the Unicorn (Im.Ed.)	MB	10.00	8.00	6.50
The Shadowlands Horde (Prl.Ed.)	MB	7.00	6.00	5.50
The Yoritomo Alliance (Jd.Ed.)	MB	7.75	6.25▲	4.25
Time of the Void	pr	10.50	6.50	4.25
Tsi Smith	F	12.00	10.00▲	5.50
War in the Heavens	pr	8.50	6.50	4.25
Warrens of the Nezumi	pr	10.00	7.25▼	5.75
Welcome Home	F	21.00	20.00	16.00
Welcome Home	pr	12.00	10.00	7.50
Yakamo's Claw	F	15.00	5.75	5.00

FELLOWSHIP OF THE RING (365 cards)

Fellowship Set		300.00	205.00▲	175.00
Fellowship Foil Set		720.00	615.00	525.00
Deluxe Starter		20.00	20.00▼	20.00
Starter Display		105.00	100.00▼	100.00
Booster Display		88.00	76.00	65.00
Starter Deck		11.00	10.50▼	10.00
Booster Pack		3.30	3.25	3.25
Rare card		3.00	3.00	3.00
Uncommon card		0.75	0.50	0.50
Common card		0.25	0.10	0.10
Foil Rare Card		5.75	5.00▼	5.00
Foil Uncommon Card		2.75	2.00▼	2.00
Foil Common Card		1.00	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, Ranger Of The North	R	13.00	12.00	6.50
Aragorn's Bow	R	9.50	8.00▼	5.75
Arwen, Daughter Of Elrond	R	16.00	14.00▼	5.00
Boromir, Lord Of Gondor	R	9.75	8.50▼	5.75
Cave Troll of Moria, Scourge Of The Black Pit	R	11.25	8.50▼	5.75
Galadriel, Lady Of Light	R	8.75	8.00▼	5.75
Gandalf, Friend Of The Shirefolk	R	15.00	14.00▼	5.00
Legolas, Greenleaf	R	11.25	8.50▼	5.75
The One Ring, Isildur's Bane	R	13.75	9.00▼	5.75
The Witch-king, Lord Of Angmar	R	16.75	10.50▼	5.75
Úlairë Attëa, Keeper Of Dol Guldur	R	8.00	8.00	5.75
Úlairë Cantëa, Lieutenant Of Dol Guldur	R	8.00	8.00	5.75
Úlairë Toldëa, Messenger Of Morgul	R	8.00	8.00	5.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, King In Exile	X	3.00	3.00	3.00
Aragorn, Ranger Of The North	R	7.00	7.00	6.00
Aragorn's Bow	R	5.75	5.00▼	5.00
Arwen, Daughter Of Elrond	R	9.00	9.00▼	8.00
Arwen's Fate	R	4.00	3.50▼	3.00
Bilbo Baggins, Retired Adventurer	R	4.00	4.00	3.00
Blade of Gondor	R	5.00	3.50▼	3.00
Boromir, Lord Of Gondor	R	7.00	5.00▼	4.00
Bow of the Galadhrim	R	4.00	4.00	3.00
Caradhras Has Not Forgiven Us	R	4.00	3.50▼	3.00
Cave Troll of Moria, Scourge Of The Black Pit	R	6.50	5.75▼	5.25
Durin's Secret	R	4.00	3.75▼	3.00
Elrond, Lord Of Rivendell	R	5.00	4.00▼	3.00
Frodo, Old Bilbo's Heir	R	6.00	4.00▼	4.00
Galadriel, Lady Of Light	R	5.50	5.00	5.00
Gandalf, Friend Of The Shirefolk	R	8.00	8.00▼	7.00
Gandalf, The Grey Wizard	X	3.00	3.00	3.00
Gimli, Son Of Glóin	R	5.00	5.00	4.00
Glamdring	R	5.25	5.00▼	3.00
Legolas, Greenleaf	R	8.00	7.50	5.00
Lurtz, Servant Of Isengard	R	6.00	5.50▼	4.25
Lurtz's Battle Cry	R	4.00	3.50▼	3.00
Merry, Friend To Sam	R	4.25	4.00▼	3.00
Morgul Blade	R	4.00	3.50▼	3.00
Pippin, Hobbit Of Some Intelligence	R	4.00	4.00	3.50
Power According to His Stature	R	4.00	3.50▼	3.00
Sam, Faithful Companion	R	5.00	4.50▼	4.00
Sting	R	6.00	4.50▼	3.00
The Nine Walkers	R	4.00	4.00	3.00
The One Ring, Isildur's Bane	R	7.00	6.00	6.00
The Pale Blade	R	5.00	5.00	5.00
The Saga of Elendil	R	4.00	3.50▼	3.00
The Tale of Gil-galad	R	4.00	4.00	3.00
The Witch-king, Lord Of Angmar	R	9.00	8.50▼	7.50
Úlairë Attëa, Keeper Of Dol Guldur	R	5.00	5.00	4.00
Úlairë Cantëa, Lieutenant Of Dol Guldur	R	5.00	4.75▼	4.15
Úlairë Toldëa, Messenger Of Morgul	R	5.00	5.00	4.00
Uruk Spy	R	4.00	4.00	3.00

MINES OF MORIA (122 cards)

Mines Set		160.00	150.00	99.00
Mines Foil Set		265.00	200.00	140.00
Mines Starter Display		115.00	100.00▼	70.00
Mines Booster Display		105.00	85.00▼	83.00
Mines Starter Deck		12.00	11.00	10.50
Mines Booster Pack		3.80	3.30	3.30
Rare card		4.00	3.00	3.00
Uncommon card		0.75	0.50	0.50
Common card		0.25	0.10	0.10
Foil Rare Card		6.00	5.00	5.00
Foil Uncommon Card		2.60	2.00	2.00
Foil Common Card		1.00	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Flaming Brand	R	8.00	7.00	6.00
Gandalf's Staff	R	10.00	7.00▲	5.00
Lurtz's Sword	R	14.25	8.50▲	5.50
Mithril-coat	R	8.00	7.00	7.00
The Balrog, Flame of Udûn	R	15.00	13.00	12.00
The Balrog's Sword	R	10.00	7.00	6.00
The Witch-king, Lord of the Nazgûl	R	17.00	16.00	14.00
Úlairë Nelya, Ringwraith in Twilight	R	10.00	9.00	7.00
Watcher in the Water, Keeper of Westgate	R	10.75	10.00▲	5.00
Whip of Many Thongs	R	8.00	7.00▲	6.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
A Promise	R	4.20	4.00▲	3.25
Flaming Brand	R	4.50	4.00	3.00
Gandalf, The Grey Pilgrim	X	3.00	3.00	2.65
Gandalf's Staff	R	5.00	5.00	5.00
Gimli, Dwarf of the Mountain-race	X	3.00	3.00	2.65
Glóin, Friend to Thorin	R	4.00	4.00	3.75
Huge Tentacle	R	5.00	3.50	3.00
Lurtz's Sword	R	5.00	5.00▲	4.00
Mithril-coat	R	5.00	4.00	4.00
No Mere Ranger	R	4.00	3.50	3.00
Orc-bane	R	4.00	3.50	3.00
Shield of Boromir	R	4.00	4.00	3.50
Staff Asunder	R	5.00	3.50	3.50
The Balrog, Flame of Udûn	R	10.00	8.25▼	8.00
The Balrog's Sword	R	5.00	5.00▲	4.00
The Witch-king, Lord of the Nazgûl	R	9.00	8.75	8.00
Úlairë Nelya, Ringwraith in Twilight	R	5.00	5.00	4.25
Uruk Captain	R	5.00	4.00	4.00
Watcher in the Water, Keeper of Westgate	R	5.25	5.00▲	4.00
Whip of Many Thongs	R	4.00	4.00	4.00
Wraith-world	R	5.00	4.00▲	3.50

REALMS OF THE ELF-LORDS (122 cards)

Realms Set		89.00	73.00▼	58.00
Realms Foil Set		265.00	250.00	225.00
Realms Starter Display		155.00	80.00▼	78.00
Realms Booster Display		87.00	78.00▼	74.00
Realms Starter Deck		10.50	10.25▲	9.50
Realms Booster Pack		3.30	3.30▲	3.00
Rare card		3.50	3.20▲	3.00
Uncommon card		1.00	1.00	0.50
Common card		0.30	0.20	0.10
Foil Rare Card		8.00	6.00	5.50
Foil Uncommon Card		3.50	2.30▲	2.00
Foil Common Card		1.30	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, Heir to the White City	R	10.50	10.00	8.50
Arwen, Lady Undómiel	R	15.00	10.00	8.50
Elrond, Herald to Gil-galad	R	9.50	9.00	8.50
Galadriel, Lady of the Golden Wood	R	9.00	9.00	8.50
Gift of the Evenstar	R	8.50	8.00	5.50
Gondor Bowmen	R	9.00	8.00	7.50
Long-knives of Legolas	R	10.00	9.00▲	8.00
Orc Commander	R	8.50	8.00	7.00
Orc Overseer	R	8.00	8.00	6.00
Orc Trooper	R	8.50	8.00	6.00
Orthanc Berserker	R	8.00	8.00	6.00
Saruman, Keeper of Isengard	R	9.50	9.00	8.50
The Palantír of Orthanc	R	9.50	8.00	7.50
The Shards of Narsil	R	9.50	8.00	7.50
Vilya	R	8.50	8.00	5.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, Heir to the White City	R	7.75	6.50▲	6.00
Arwen, Lady Undómiel	R	7.50	6.50▼	5.75
Boromir, Defender of Minas Tirith	X	2.80	2.15▲	2.00
Elrond, Herald to Gil-galad	R	6.00	5.75▲	5.50
Galadriel, Lady of the Golden Wood	R	6.00	5.25	5.00
Gondor Bowmen	R	5.00	4.75▼	4.15
Horn of Boromir	R	4.00	3.70▲	3.10
Legolas, Son of Thranduil	X	3.00	3.00	2.45
Long-knives of Legolas	R	7.25	6.00	5.25
Morgul Slayer	R	4.00	3.50▲	3.00
Orc Commander	R	4.00	4.00	4.00
Orc Overseer	R	4.00	4.00	3.25
Orc Trooper	R	4.75	4.00	3.25
Orthanc Berserker	R	5.00	4.50	4.00
Saruman, Keeper of Isengard	R	7.25	6.25▲	6.00
The Palantír of Orthanc	R	4.75	4.00▼	3.55
The Shards of Narsil	R	5.00	4.90▼	4.20

THE TWO TOWERS (365 cards)

The Two Towers set		315.00	185.00	160.00
The Two Towers foil set		730.00	500.00	385.00
Starter Box		98.00	90.00	81.00
Booster Box		90.00	88.00	80.00
Starter Deck		11.00	11.00	10.75
Booster Pack		3.30	3.30	3.30
Rare card		3.00	3.00	3.00
Uncommon card		1.00	0.90▲	0.75
Common card		0.25	0.25	0.15
Foil Rare card		8.75	7.00	5.75
Foil Uncommon card		3.00	2.70	2.30
Foil Common card		1.00	0.90▼	0.75
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, Wingfoot	X	17.50	15.00▼	11.50
Éowyn, Sister-daughter of Théoden	R	18.75	11.00	9.75
Faramir, Captain of Gondor	R	13.75	12.00	11.50
Frodo, Courteous Halfling	R	12.00	11.75	10.75
Gandalf, Greyhame	R	24.00	15.00	13.50
Legolas, Dauntless Hunter	R	14.25	12.75	11.00
Saruman, Black Traitor	R	16.00	13.50	12.00
Saruman, Rabble-rouser	R	15.25	13.00	12.00
The One Ring, Answer to All Riddles	R	30.00	12.50▼	11.75
Théoden, Lord of the Mark	X	15.00	15.00	11.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aldor, Soldier of Edoras	R	4.65	3.50	3.50
Alliance Reforged	R	3.75	3.25▲	3.00
Aragorn, Wingfoot	X	4.75	4.00	3.25
Axe of Erebor	R	3.90	3.50	3.30
Boromir, My Brother	R	6.00	3.50	3.35
Desert Legion	R	4.50	3.25▼	3.00
Desert Lord	R	4.00	4.00	4.00
Easterling Captain	R	6.00	4.00	3.60
Easterling Skirmisher	R	6.00	3.50▲	3.10
Eomer, Third Marshal of Riddermark	R	11.00	4.00▼	3.60
Éothain, Scout of the Mark	R	5.00	4.00	3.60
Éowyn, Sister-daughter of Théoden	R	9.00	6.00▼	5.25
Éowyn's Sword	R	5.00	4.00	3.60
Erethón, Naith Lieutenant	R	4.50	4.00	3.50
Faramir, Captain of Gondor	R	8.25	6.00▼	6.00
Faramir's Bow	R	5.50	4.75▼	4.25
Faramir's Cloak	R	5.00	4.00	3.60
Frodo, Courteous Halfling	R	9.00	5.50▼	5.00
Frodo's Cloak	R	5.00	3.25▼	3.00
Gandalf, Greyhame	R	13.50	8.00	8.00
Gandalf's Staff, Walking Stick	R	9.75	5.00	4.50
Get On and Get Away	R	4.00	3.25▼	3.00
Gimli, Lockbearer	R	5.50	5.00	5.00
Gríma, Wormtongue	R	8.00	5.00	4.65
Grown Suddenly Tall	R	4.25	3.25▲	3.00
Hearken to Me	R	3.75	3.25▲	3.00
Helm! Helm!	R	3.75	3.25▼	3.00
Help in Doubt and Need	R	3.75	3.25▼	3.00
Hides	R	8.00	5.00	4.25
Hill Chief	R	5.00	4.30	3.90
Hillman Horde	R	5.00	4.30	3.90
Hillman Mob	R	5.00	4.30▲	3.75
Leechcraft	R	5.00	3.25▼	3.00
Legolas, Dauntless Hunter	R	11.00	7.00	6.00
Lembas	R	4.50	4.00	3.60
Lieutenant of Orthanc	R	5.75	3.75▲	3.25
Mauhúr, Patrol Leader	R	6.75	4.50	3.75
Merry, Unquenchable Hobbit	R	6.00	5.00	5.00
No Retreat	R	3.75	3.25▼	3.00
Orthanc Champion	R	5.00	4.30	3.65
Pippin, Just a Nuisance	R	4.75	4.00▼	4.00
Ranged Commander	R	4.65	3.50▲	3.00
Rapid Fire	R	5.00	4.00	3.60
Sam, Frodo's Gardener	R	5.50	5.00	4.25
Sam's Pack	R	4.50	3.25▼	3.00
Saruman, Black Traitor	R	7.75	7.50	6.75
Saruman, Rabble-rouser	R	7.50	7.00	6.50
Saruman's Staff, Wizard's Device	R	6.00	5.00	4.10
Shadowfax	R	7.50	4.00	3.35
Simbelmynë	R	10.00	3.50	3.00
Southron Archer	R	4.25	3.25▲	3.00
Southron Assassin	R	4.25	3.25▼	3.00
Southron Bow	R	4.00	3.75▲	3.35
The One Ring, Answer to All Riddles	R	12.50	8.00▲	7.00
Théoden, Lord of the Mark	X	4.50	3.00	3.00
Treebeard, Earthborn	R	5.00	4.00▼	3.60
Uglúk, Servant of Saruman	R	7.50	4.75▼	3.85
Uglúk's Sword	R	6.00	4.00	3.60
Uruk Assault Band	R	4.25	3.25▲	3.00
Uruk Trooper	R	5.00	3.50	3.35
Uruk Vanguard	R	6.00	4.00	3.75
Uruk-hai Horde	R	4.25	3.25▲	3.00
Vision From Afar	R	3.75	3.25▲	3.00
Weapons of Isengard	R	6.50	3.90▲	3.45
Well Met Indeed	R	3.75	3.25▼	3.00
Where Has Gríma Stowed It?	R	3.75	3.25▲	3.00
Wounded	R	4.50	4.00	3.60
Wrath of Harad	R	3.75	3.25▲	3.00
Wulf, Dunlending Chieftain	R	4.70	4.00	4.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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BATTLE OF HELM'S DEEP (128 cards)

Helm's Deep set		195.00	80.00▼	62.00
Helm's Deep foil set		540.00	475.00	455.00
Starter Box		105.00	92.00	78.00
Booster Box		94.00	80.00▼	66.00
Starter Deck		10.00	10.00	9.25
Booster Pack		3.30	3.25	3.05
Rare card		3.00	3.00	2.25
Uncommon card		1.00	1.00	0.65
Common card		0.25	0.25	0.20
Fixed card (X)		3.00	3.00	1.25
Rare foil card		6.50	6.00	6.00
Uncommon foil card		3.00	2.75	2.25
Common foil card		1.00	1.00	0.65
Fixed foil card (X)		6.00	5.00	4.10
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Éowyn, Daughter of Éomund	X	18.25	10.00	4.55
Gimli, Skilled Defender	R	14.00	10.50	9.25
Gollum, Stinker	R	24.00	12.00▲	10.00
Grima, Chief Counselor	R	10.00	8.50	6.50
Grishnákh, Orc Captain	R	15.50	7.25▼	6.00
Legolas, Archer of Mirkwood	X	18.50	15.00	12.25
Saruman, Master of Foul Folk	R	18.50	10.50	7.75
Sméagol, Slinker	R	21.00	9.50▼	9.00
Sting, Baggins Heirloom	R	13.25	8.00	6.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alcarin, Warrior of Lamedon	R	4.00	3.65	3.25
Berserk Savage	R	4.00	4.00	3.60
Berserk Slayer	R	4.00	3.90	3.35
Fury of the White Rider	R	4.00	3.50	2.60
Gamling, Warrior of Rohan	R	4.40	3.50	3.10
Gimli, Skilled Defender	R	5.25	5.00	5.00
Gollum, Stinker	R	7.75	6.50▲	5.75
Grima, Chief Counselor	R	6.00	5.00	4.50
Grishnákh, Orc Captain	R	5.50	4.00	3.35
Legolas, Archer of Mirkwood	X	5.00	4.00	3.50
Lindenroot, Elder Shepherd	R	4.00	4.00	3.60
Saruman, Master of Foul Folk	R	5.75	5.00	5.00
Sharku, Warg-captain	R	4.00	4.00	4.00
Sharku's Warg	R	4.50	4.00	3.60
Sméagol, Slinker	R	6.00	5.25	5.00
Sting, Baggins Heirloom	R	5.50	5.00	3.60
War Mûmak	R	4.00	3.50	3.10

ENTS OF FANGORN (122 cards)

Ents of Fangorn set		205.00	150.00	72.00
Ents of Fangorn foil set		445.00	375.00	290.00
Starter Box		100.00	95.00	90.00
Booster Box		94.00	87.00▼	74.00
Starter Deck		10.75	10.25	10.00
Booster Pack		3.45	3.30	3.05
Rare card		3.15	3.00	2.65
Uncommon card		1.00	0.90	0.75
Common card		0.30	0.25	0.20
Foil Rare card		7.00	5.50	5.00
Foil Uncommon card		3.00	3.00	2.50
Foil Common card		1.00	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, Defender of Free Peoples	R	19.00	14.25	12.00
Elrond, Keeper of Vilya	R	11.50	10.00	9.00
Éomer, Rohirrim Captain	R	12.00	9.00	8.50
Galadriel, Keeper of Nenya	R	13.00	10.00	8.50
Gandalf, Mithrandir	R	15.00	14.50▲	11.00
Glamdring, Lightning Brand	R	10.00	9.00	6.75
The Balrog, Terror of Flame and Shadow	R	13.25	11.00	10.00
The Witch-king, Deathless Lord	X	10.75	8.50▲	5.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Agents of Orthanc	R	3.65	3.25	3.00
Aragorn, Defender of Free Peoples	R	7.50	7.00	7.00
Easterling Army	R	4.00	3.25	2.95
Elrond, Keeper of Vilya	R	5.50	5.00	4.50
Ent Horde	R	4.25	4.00	3.40
Éomer, Rohirrim Captain	R	5.25	5.00	4.50
Faramir, Ithilien Ranger	X	3.25	2.75	2.20
Galadriel, Keeper of Nenya	R	5.50	5.25	4.00
Gandalf, Mithrandir	R	7.25	7.00	6.75
Gate Troll	R	5.00	4.50	4.00
Glamdring, Lightning Brand	R	5.00	4.65	3.75
Háma, Doorward of Théoden	R	4.25	3.25	2.55
Merry, Impatient Hobbit	R	4.45	4.00	2.95
Pippin, Hastiest of All	R	4.15	4.00	3.45
Ring of Barahir	R	4.15	3.75	3.00
Sharku, Vile Marauder	R	5.00	4.00▲	3.00
Skinbark, Fladrif	R	4.65	4.00	3.00
Southron Archer Legion	R	4.00	3.75	2.95
Sword of Dol Guldur	R	4.80	4.25	3.00
The Balrog, Terror of Flame and Shadow	R	7.00	5.75▼	5.00
The Witch-king, Deathless Lord	X	4.15	3.50	2.55
Toss Me	R	3.65	3.25	2.65
Troll of Udûn	R	5.00	4.00	3.40
Úlairë Toldëa, Winged Sentry	R	5.25	4.00	3.75

RETURN OF THE KING (365 cards)

King set		270.00	225.00▲	210.00
King foil set		2050.00	1600.00▲	1150.00
Starter Box		98.00	90.00▼	88.00
Booster Box		90.00	85.00▼	75.00
Starter Deck		11.00	10.75▼	10.00
Booster Pack		3.30	3.30	3.25
Rare card		3.20	3.00	3.00
Uncommon card		1.00	1.00	0.80
Common card		0.25	0.25	0.15
Foil Rare card		7.00	7.00▲	6.00
Foil Uncommon card		3.00	2.70▲	2.50
Foil Common card		1.00	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Arwen, Fair Elf Maiden	R	34.00	24.00▲	10.00
Elrond, Elven Lord	R	23.00	13.50▲	8.00
Éowyn, Dernhelm	R	28.00	16.75▲	7.00
Faramir, Wizard's Pupil	R	30.00	25.00▲	7.75
Gandalf, Manager of Wizards	R	33.00	28.00▲	12.75
Gollum, Plotting Deceiver	R	18.25	14.25▲	9.75
Pippin, Wearer of Black and Silver	R	19.25	13.50▲	9.50
The Witch-king, Morgul King	R	31.00	19.50▲	12.00
Úlairë Attëa, Wraith on Wings	R	21.00	13.50▲	9.50
Úlairë Toldëa, Wraith on Wings	R	14.75	11.25▲	8.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Andúril, Flame of the West	R	5.50	3.60▲	3.05
Andúril, King's Blade	R	4.00	3.60▲	3.05
Aragorn, Driven by Need	X	3.40	2.50▼	2.00
Arwen, Fair Elf Maiden	R	8.00	6.00▲	5.50
Bow of the Galadhrim, Gift of Galadriel	R	4.00	3.60▲	3.05
Denethor, Steward of the City	R	4.75	3.75▲	3.30
Elrond, Elven Lord	R	5.25	5.00	4.25
Éomer, Skilled Tactician	R	6.25	5.00▲	4.00
Éomer, Valiant Warchief	X	2.75	2.00	2.00
Éowyn, Dernhelm	R	7.00	5.50▲	4.00
Éowyn's Sword, Dernhelm's Blade	R	4.00	3.50▲	3.00
Faramir, Wizard's Pupil	R	8.50	5.00▲	4.00
Frodo, Wicked Masster!	R	4.75	4.00	3.45
Gandalf, Manager of Wizards	R	9.00	7.50▲	6.50
Gandalf's Staff, Focus of Power	R	5.00	4.50▼	4.00
Gimli, Feared Axeman	R	4.90	4.25▼	4.00
Gimli's Battle Axe, Trusted Weapon	R	4.00	3.75▼	3.15
Glamdring, Elven Blade	R	4.50	4.25▲	3.45
Gollum, Plotting Deceiver	R	5.75	5.25▲	5.00
Hobbitses Are Dead	R	3.90	3.25▲	3.00
Legolas, Fearless Marksman	R	7.00	5.00▲	4.25
Merry, Swordthain	R	5.00	5.00	4.50
Merry's Armor	R	4.00	3.75▲	3.15
Merry's Sword	R	3.90	3.35▲	3.05
Mordor Fighter	R	3.90	3.25▲	3.00
Morgul Regiment	R	3.90	3.40▲	3.05
Noble Leaders	R	3.90	3.25▲	3.00
Pippin, Wearer of Black and Silver	R	5.25	5.00	5.00
Sam, Resolute Halfling	R	4.90	4.25▼	3.45
Sméagol, Always Helps	R	6.00	5.25▲	4.25
The One Ring, Such a Weight to Carry	R	6.00	6.00▲	5.50
The Witch-king, Morgul King	R	9.25	8.50▲	7.75
Théoden, Rekindled King	R	5.50	5.00	4.10
Úlairë Attëa, Wraith on Wings	R	5.25	5.00	4.65
Úlairë Cantëa, Faster Than Winds	R	5.25	4.75▼	4.15
Úlairë Lemenya, Assailing Minion	R	5.25	4.75▼	4.15
Úlairë Nelya, Assailing Minion	R	5.25	4.75▼	4.15
Úlairë Toldëa, Wraith on Wings	R	5.75	5.00	4.25

SPECIAL SETS, PREMIUMS, & PROMOS

Fellowship of the Ring Anthology		31.00	30.00	28.00
TENGWAR CARDS	**RAR**	**UPR**	**MED**	**LOW**
Aragorn, Ranger of the North	R	6.00	6.00	5.25
Arwen, Daughter of Elrond	R	7.50	6.00	6.00
Boromir, Lord of Gondor	R	5.00	5.00	4.65
Cave Troll of Moria, Scourge of the Black Pit	R	7.00	6.75	5.50
Frodo, Reluctant Adventurer	C	7.00	4.00	4.00
Gandalf, Friend of the Shirefolk	R	6.75	6.00	5.25
Gimli, Son of Glóin	R	4.75	4.00	3.25
Gimli's Battle Axe	R	3.75	3.00	3.00
Legolas, Greenleaf	R	8.00	8.00	6.50
Lurtz, Servant of Isengard	R	4.75	4.00	4.00
Mithril-coat	R	4.00	3.50	3.00
Morgul Hunter	R	4.00	3.50	3.00
Servant of the Secret Fire	R	3.00	3.00	3.00
The Balrog, Flame of Udûn	R	6.00	6.00	5.25
The One Ring, Isildur's Bane	R	9.25	6.25	5.50
The Saga of Elendil	R	3.00	3.00	3.00
The Witch-king, Lord of Angmar	R	7.50	6.00	6.00
Úlairë Enquëa, Lieutenant of Morgul	U	4.00	4.00	2.50

PROMO CARDS

Alt=alternate image; F=foil; Pv=preview

CARD NAME	RAR	UPR	MED	LOW
Aragorn, Captain of Gondor	Alt/Pv	8.25	6.00	5.00
Aragorn, Defender of Free Peoples	Alt	7.50	6.00	5.00
Aragorn, Ranger of the North	F/Alt	9.25	8.00	8.00
Aragorn's Bow	Alt	6.50	5.00	4.00
Axe of Erebor	Alt	4.25	3.90	3.00
Balin's Tomb	Alt	5.25	3.00	3.00
Bill the Pony	Pv	4.75	4.00	3.25
Black Rider	F/Alt/Pv	16.75	12.00▼	8.00
Book of Mazarbul	Pv	6.00	4.00	3.50
Council Courtyard	Alt	3.00	3.00	3.00
Denethor, Wizened Steward	Alt/Pv	8.00	6.00	5.00
Éomer, Third Marshal of Riddermark	Alt	5.25	5.00	4.50
Éowyn, Lady of Rohan	Alt/Pv	6.25	5.50	4.50
Éowyn, Lady of Rohan	F/Alt/Pv	12.00	8.00	8.00
Éowyn, Sister-daughter of Théoden	Alt	5.00	5.00	5.00
Faramir, Captain of Gondor	Alt	5.00	5.00	5.00
Faramir, Son of Denethor	Alt/Pv	8.00	5.50▼	5.00
Faramir, Son of Denethor	F/Alt/Pv	11.00	9.25	5.50
Fell Beast	Alt/Pv	6.00	5.25	3.50
Firefoot	Alt	4.90	4.25	3.25
Fireworks	Pv	5.50	3.00	3.00
Frodo, Resolute Hobbit	Alt/Pv	11.50	8.50▲	5.00
Galadriel's Glade	Alt	3.00	3.00	3.00
Gandalf, Defender of the West	Alt/Pv	11.25	7.50▼	6.25
Gandalf, Mithrandir	Alt	7.25	6.25	5.25
Gandalf's Staff, Walking Stick	Alt	5.00	5.00	4.25
Gimli, Skilled Defender	Alt	5.25	5.00	3.50
Gimli, Son of Glóin	F/Alt	8.25	8.00	7.25
Gimli's Helm	Alt	4.90	4.25	3.25
Glamdring, Lightning Brand	Alt	5.00	4.00	3.50
Horn of Boromir	Pv	6.00	4.00	3.50
Legolas, Elven Stalwart	Alt/Pv	10.25	6.00	4.75
Legolas, Greenleaf	F/Alt	10.00	8.50▼	8.00
Legolas, Son of Thranduil	Alt/Pv	22.00	16.00▼	9.50
Phial of Galadriel	Pv	4.75	4.00	3.50
Saruman, Servant of the Eye	Pv	8.00	6.75	5.00
Sméagol, Old Noser	Alt/Pv	7.50	6.00▼	4.50
The Balrog, Durin's Bane	Pv	5.50	5.00	4.00
The Balrog, Terror of Flame and Shadow	Alt	7.75	6.25	5.25
The Balrog's Sword	Alt	5.25	4.00	3.95
The Pale Blade	Alt	6.00	4.75	3.25
The Prancing Pony	Alt	4.65	3.00	3.00
The Witch-king, Lord of the Nazgûl	Alt	8.75	8.00	6.50
Théoden, King of the Golden Hall	Alt/Pv	18.75	15.00	10.00
Treebeard, Guardian of the Forest	Alt/Pv	13.00	10.00	5.50
Úlairë Nelya, Ringwraith in Twilight	Alt	6.75	5.00	4.00
Whip of Many Thongs	Alt	5.75	4.50	3.25

OVERSIZED PROMOS	UPR	MED	LOW
Aragorn, Defender of Free Peoples	10.00	7.00	6.50
Arwen, Elven Rider	16.75	7.00▲	6.00
Frodo, Reluctant Adventurer	12.50	7.00	6.00
Gimli, Dwarf of the Mountain-race	9.25	7.50	6.00
Gollum, Stinker	13.75	6.50	6.00
Grima, Chief Counselor	7.00	6.25	6.00
Hand of Sauron	15.50	8.00▲	6.00
Legolas, Dauntless Hunter	20.00	10.00	6.50
Lurtz, Servant of Isengard	12.50	7.00	6.00
Merry, Impatient Hobbit	14.75	6.00	5.50
Sam, Proper Poet	7.00	6.50	6.00
The One Ring	9.50	6.75▲	6.00
The Witch King, Lord of the Nazgûl	10.00	9.00▲	7.50
Treebeard, Guardian of the Forest	7.00	6.25	6.00

NEOPETS (240 cards)

Neopets set		285.00	215.00▼	145.00
Starter Box		100.00	93.00	84.00
Booster Box		100.00	96.00▲	92.00
Starter Deck		11.75	10.75▲	10.00
Booster Pack		4.00	3.50	3.25
Rare card		3.90	3.00	2.90
Uncommon card		1.00	1.00	0.70
Common card		0.30	0.25	0.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aisha Myriad	F	7.00	6.25	5.50
Blue Mynci	XF	4.00	3.50▼	2.30
Blue Scorchio	X	1.40	1.00▼	0.45
Commander Garoo	F	8.25	7.75▲	6.75
Eliv Thade	R	4.25	4.00▲	2.90
Faerie Slingshot	F	7.75	6.75▲	5.25
Ferocious Negg	F	7.00	6.50	5.50
Fire Shoyru	F	7.75	6.50	5.25
Fyora the Faerie Queen	F	10.00	7.50▲	6.00
Ghost Lupe	F	6.00	5.00▼	5.00
Grarrl Gladiator	F	9.25	6.50▲	5.50
Green Acara	X	1.40	1.00▼	0.45
Grimoire of Thade	F	8.00	7.00▲	6.75
Hubrid Nox	F	7.75	6.75	5.25
Hubrid Nox Statue	F	7.75	6.50	5.50
Illusen	F	9.50	7.25▲	5.50
Illusen's Staff	F	8.25	7.50▲	6.00
Jeran	F	8.75	7.00▲	5.25
Jhudora	F	9.25	6.50▲	5.50
Jhudora's Wand	F	7.50	7.00▲	6.00
Kadoatie	F	7.50	6.50	6.00
Korbat Researcher	F	8.25	6.00▼	5.25
Lord Darigan	F	9.50	7.50▲	5.50
Magnus the Torch	F	7.50	6.00	4.05
Malevolent Sentient Poogle Plushie	F	9.00	8.75▲	8.25
Master Vex	F	9.50	7.00▲	5.25
Moltenore	F	6.00	6.00	3.55
Rainbow Paint Brush	F	7.50	6.00▼	6.00
Rainbow Swirly Thing	F	8.25	7.75▲	6.50
Red Aisha	X	1.40	1.00▼	0.45
Red Korbat	XF	4.00	3.50▼	2.30
Siyana of Talador	F	7.75	6.00▼	5.00
The Darkest Faerie	F	9.25	6.50▼	5.25
The Ensorcellator	F	8.25	7.50▲	6.00
Vira	F	9.25	6.25	6.00
Vira's Dagger	F	7.00	6.25	5.25
Yellow Eyrie	X	1.55	1.00▼	0.45

All prices are for 1st Edition except where noted. Unl. singles sell for 70-100% of 1st Ed. price.

1ST EDITION BASE SET (102 cards)

1st Ed. Base Set		420.00	325.00▼	295.00
1st Ed. Booster Box		170.00	160.00▼	150.00
1st Ed. Booster Pack		20.00	16.00▲	10.50
Unlimited Base Set		160.00	135.00▼	74.00
Unlimited Booster Box		77.00	69.00▼	58.00
Unlimited Booster Pack		3.00	3.00	3.00
Two-Player Starter Set		10.00	9.00	7.75
Theme Deck Box		51.00	39.00▼	24.00
Theme Deck		10.00	8.50▲	8.00
Rare Card		3.90	2.50	2.00
Uncommon Card		1.20	0.90	0.55
Common Card		0.25	0.25	0.15
Energy Card		0.20	0.10	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alakazam	F	12.50	10.00	9.00
Beedrill	R	4.05	3.25	3.00
Blastoise	F	20.00	18.00▼	17.25
Chansey	F	14.25	12.75▲	8.00
Charizard	F	74.00	51.00▲	29.00
Clefairy	F	12.25	12.00	10.00
Devolution Spray	R	4.05	2.75	2.00
Dragonair	R	4.05	3.25	3.00
Dugtrio	R	3.50	3.00	3.00
Electabuzz	R	4.05	3.25	3.00
Electrode	R	4.05	3.25	3.00
Gyarados	F	12.50	10.25	8.25
Hitmonchan	F	11.50	8.00	8.00
Lass	R	4.15	3.75	2.40
Machamp	F	9.00	8.00	8.00
Magneton	F	12.00	10.00▼	8.50
Mewtwo	F	14.00	13.50	13.00
Nidoking	F	13.25	12.25	12.00
Ninetales	F	13.75	12.25	12.00
Pidgeotto	R	4.15	3.75	3.15
Pokémon Breeder	R	3.00	3.00	2.00
Pokémon Trader	R	3.90	3.00	2.25
Poliwrath	F	11.75	11.00	10.25
Raichu	F	16.75	15.00	14.00
Super Energy Removal	R	3.90	3.00	2.25
Venusaur	F	19.00	16.50▼	15.00
Zapdos	F	16.50	14.00▼	12.25

BASE SET 2 (130 cards)

Base 2 Set		120.00	105.00▼	82.00
Booster Box		61.00	53.00▼	44.00
Booster Pack		2.75	2.50	2.25
Two-Player Starter Set		9.00	8.00	7.00
Two-Player Starter Set (w/video)		9.75	9.50	9.25
Theme Deck Box		33.00	15.50▼	12.75
Theme Deck		8.75	7.50▼	6.75
Holofoil Card		8.00	6.50	4.75
Rare Card		2.25	2.00	1.75
Uncommon Card		1.00	0.90	0.70
Common Card		0.25	0.20	0.10
Energy Card		0.10	0.10	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alakazam	F	10.00	7.50	5.00
Beedrill	R	3.00	3.00	2.75
Blastoise	F	14.00	10.00▼	9.00
Chansey	F	9.75	7.75	5.75
Charizard	F	19.50	16.00▼	12.50
Dragonair	R	3.25	3.00	2.75
Dugtrio	R	3.00	3.00	2.75
Electabuzz	R	3.00	3.00	2.75
Electrode	R	3.00	3.00	2.75
Kangaskhan	R	3.00	3.00	2.75
Mewtwo	F	8.50	7.00	5.75
Mr. Mime	R	3.00	3.00	2.75
Nidoking	F	9.00	6.75	4.75
Ninetales	F	9.00	6.75	5.00
Pidgeotto	R	3.00	3.00	2.75
Pinsir	R	3.00	3.00	2.75
Poliwrath	F	9.00	6.75	5.00
Raichu	F	10.50	7.50	5.00
Scyther	F	11.00	7.75	5.00
Snorlax	R	3.00	3.00	2.75
Super Energy Removal	R	3.00	3.00	2.50
Venomoth	R	3.00	3.00	2.50
Venusaur	F	11.00	8.00▼	6.00
Victreebel	R	3.00	3.00	2.75
Wigglytuff	F	9.75	7.25	5.00
Zapdos	F	10.25	7.50	5.00

JUNGLE 1ST ED. (64 cards)

1st Ed. Jungle Set		170.00	93.00▼	52.00
1st Ed. Booster Box		80.00	68.00	48.00
1st Ed. Booster Pack		3.15	3.00	2.90
Unlimited Jungle Set		120.00	120.00	100.00
Unlimited Booster Box		58.00	50.00	44.00
Unlimited Booster Pack		2.65	2.25	1.90
Theme Deck Box		57.00	38.00	22.00
Theme Deck		7.00	6.00	6.00
Holofoil Card (F)		5.75	5.00	4.40
Rare Card		2.55	2.50	2.50
Uncommon Card		0.85	0.75	0.50
Common Card		0.25	0.20	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Flareon	F	6.00	6.00	4.65
Jolteon	F	6.00	5.75▼	5.00
Jolteon	R	3.00	3.00	2.55
Nidoqueen	F	6.75	5.50▼	4.40
Nidoqueen	R	3.00	3.00	2.55
Scyther	F	7.50	6.00	5.00
Scyther	R	3.00	3.00	2.55
Wigglytuff	R	3.00	3.00	2.55

FOSSIL 1ST ED. (62 cards)

1st Ed. Fossil Set		155.00	91.00▼	48.00
1st Ed. Booster Box		74.00	60.00▼	45.00
1st Ed. Booster Pack		3.00	3.00	2.90
Unlimited Fossil Set		105.00	100.00	92.00
Unlimited Booster Box		50.00	50.00	48.00
Unlimited Booster Pack		2.50	2.25	1.90
Theme Deck Box		39.00	38.00	23.00
Theme Deck		8.25	7.00▲	5.50
Rare Card		3.00	2.55	2.50
Uncommon Card		0.85	0.75	0.50
Common Card		0.25	0.20	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aerodactyl	F	9.00	7.00▲	5.50
Articuno	F	8.25	7.00▲	6.00
Ditto	F	6.00	6.00	5.25
Dragonite	F	9.25	6.25▲	6.00
Gengar	F	7.50	6.00▼	5.50
Haunter	F	6.00	5.00	5.00
Hitmonlee	F	7.75	6.00	5.00
Hypno	F	6.00	6.00	5.00
Kabutops	F	7.00	5.00	5.00
Lapras	F	6.00	5.00	5.00
Magneton	F	6.50	6.00	5.00
Moltres	F	7.00	6.50▲	5.25
Muk	F	6.50	5.00	5.00
Raichu	F	8.25	6.50▲	6.00
Zapdos	F	8.00	6.25▲	6.00

TEAM ROCKET 1ST ED. (83 cards)

1st Ed. Team Rocket Set		135.00	83.00▼	39.00
1st Ed. Booster Box		59.00	56.00▲	53.00
1st Ed. Booster Pack		3.75	3.00	2.75
Theme Deck Box		53.00	51.00	48.00
Theme Deck		6.00	6.00	6.00
Holofoil Card (F)		5.25	5.00▼	4.80
Rare Card		3.00	3.00	2.90
Uncommon Card		0.90	0.65	0.50
Common Card		0.20	0.15	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Dark Alakazam	F	6.25	5.50	4.80
Dark Blastoise	F	8.00	8.00	4.20
Dark Blastoise	R	4.25	4.00	3.65
Dark Charizard	F	12.00	10.00▼	9.25
Dark Charizard	R	5.50	5.00	4.40
Dark Dragonite	F	6.25	5.50	4.80
Dark Golbat	F	6.00	5.50	4.80
Dark Gyarados	F	6.00	5.50	4.80
Dark Machamp	F	6.00	5.50	4.80
Dark Raichu	F	7.50	6.00▼	4.75
Dark Slowbro	F	6.75	5.75	4.80
Dark Vileplume	F	6.25	5.50	4.80
Here Comes Team Rocket!	F	6.00	5.50	4.80

GYM HEROES 1ST ED. (132 cards)

1st Ed. Gym Heroes Set		130.00	110.00	90.00
1st Ed. Booster Box		65.00	54.00▼	48.00
1st Ed. Booster Pack		3.00	3.00	2.75
Theme Deck Box		45.00	40.00▼	39.00
Theme Deck		6.00	5.75▼	5.75
Holofoil Card (F)		6.25	5.75▲	5.25
Rare Card		3.00	2.75▲	2.40
Uncommon Card		0.90	0.65▲	0.50
Common Card		0.20	0.15	0.10
Energy Card		0.20	0.15	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Blaine's Moltres	F	7.00	6.75	4.20
Brock's Golem	R	3.00	3.00	2.90
Brock's Onix (Lvl. 30)	R	3.00	3.00	2.90
Brock's Rhyhorn (Lvl. 25)	R	3.00	3.00	2.90
Brock's Sandslash	R	3.00	3.00	2.90
Brock's Zubat (Lvl. 5)	R	3.00	3.00	2.90
Erika's Clefable	F	6.00	6.00	4.20
Erika's Clefairy	R	3.00	3.00	2.90
Erika's Victreebel	R	3.00	3.00	2.90
Lt. Surge's Electabuzz (Lvl. 22)	R	3.00	3.00	2.90
Lt. Surge's Electabuzz (Lvl. 28)	F	7.00	6.00	5.75
Lt. Surge's Fearow	F	6.25	6.00	5.50
Lt. Surge's Raichu	R	3.25	3.00	2.90
Misty's Cloyster	R	3.00	3.00	2.90
Misty's Goldeen (Lvl. 8)	R	3.00	3.00	2.90
Misty's Tentacruel	F	6.25	6.00▲	5.25
Rocket's Hitmonchan	F	7.00	6.00	4.20

Rocket's Moltres	F	7.50	6.00	4.30
Rocket's Scyther	F	8.00	6.00	4.20
Rocket's Snorlax	R	3.00	3.00	2.90
Sabrina's Gengar	F	6.00	6.00	4.20
Sabrina's Venomoth	R	3.00	3.00	2.90

GYM CHALLENGE 1ST ED. (132 cards)

1st Ed. Gym Challenge Set		180.00	165.00▼	145.00
1st Ed. Booster Box		58.00	46.00▼	42.00
1st Ed. Booster Pack		3.40	3.30	2.50
Theme Deck Box		53.00	47.00▼	40.00
Theme Deck		6.00	6.00	6.00
Holofoil Card (F)		6.00	5.75▲	5.25
Rare Card		3.00	2.75▲	2.50
Uncommon Card		0.60	0.50	0.50
Common Card		0.20	0.15	0.10
Energy Card		0.20	0.15	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Blaine's Arcanine	F	10.00	9.50	9.00
Blaine's Charizard	F	12.50	12.50▲	12.00
Blaine's Ninetails	R	3.00	3.00	2.90
Erika's Venusaur	F	7.50	7.00	6.25
Giovanni's Nidoking	F	6.50	6.25	5.50
Giovanni's Nidoqueen	R	3.00	3.00	2.90
Giovanni's Pinsir	R	3.00	3.00	2.90
Koga's Arbok	R	3.00	3.00	2.90
Koga's Muk	R	3.00	3.00	2.90
Koga's Pidgeotto	R	3.00	3.00	2.90
Lt. Surge's Jolteon	R	3.00	3.00	2.90
Misty's Gyarados	F	6.25	6.00	6.00
Rocket's Mewtwo	F	8.50	8.00	6.00
Rocket's Zapdos	F	8.50	6.00▼	5.00
Sabrina's Gengar	R	3.00	3.00	2.90
Sabrina's Golduck	R	3.00	3.00	2.90

NEO GENESIS 1ST ED. (111 cards)

1st Ed. Neo Genesis Set		170.00	140.00▼	105.00
1st Ed. Booster Box		71.00	69.00▲	55.00
1st Ed. Booster Pack		3.65	3.30	2.90
Theme Deck Box		49.00	48.00	47.00
Theme Deck		6.50	6.25	6.25
Holofoil Card (F)		6.25	6.00	5.50
Rare Card		2.65	2.50	2.40
Uncommon Card		0.90	0.65	0.50
Common Card		0.20	0.15	0.10
Energy Card		0.15	0.10	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Arcade Game	R	3.00	3.00	2.90
Cleffa	R	3.00	3.00	2.90
Darkness Energy	R	3.00	2.75	2.50
Donphan	R	3.00	3.00	2.90
Elekid	R	3.00	2.75	2.50
Feraligatr Lv. 56	F	7.75	6.50▼	4.65
Feraligatr Lv. 69	F	9.00	7.50▲	6.00
Lugia	F	15.50	13.75▲	12.00
Magby	R	3.00	3.00	2.90
Meganium Lv. 57	F	8.00	7.00	5.50
Murkrow	R	3.00	3.00	2.90
Pichu	F	9.50	7.00▲	6.00
Recycle Energy	R	3.00	2.75	2.50
Sneasel	R	3.00	3.00	2.90
Super Energy Retrieval	R	3.00	2.75	2.40
Typhlosion Lv. 55	F	8.50	7.50	6.25
Typhlosion Lv. 57	F	8.50	7.50	6.25

NEO DISCOVERY 1ST ED. (75 cards)

1st Ed. Neo Discovery Set		155.00	115.00▼	69.00
1st Ed. Booster Box		76.00	72.00▼	69.00
1st Ed. Booster Pack		3.70	3.45▲	3.20
Theme Deck Box		68.00	66.00▼	65.00
Theme Deck		8.25	7.50▼	6.75
Holofoil Card (F)		6.25	5.75	5.50
Rare Card		3.10	3.00	3.00
Uncommon Card		0.65	0.50	0.50
Common Card		0.25	0.20	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Espeon	F	7.00	7.00	6.00
Espeon	R	3.50	3.20▲	3.00
Hitmontop	F	7.00	6.50▲	6.00
Hitmontop	R	3.45	3.20▲	3.00
Houndoom	F	7.25	6.50▼	6.00
Houndoom	R	3.50	3.20▲	3.00
Kabutops	F	7.00	6.00	6.00
Kabutops	R	3.45	3.20▲	3.00
Politoed	F	6.25	6.00	6.00
Politoed	R	3.45	3.20▲	3.00
Scizor	F	9.00	8.75▼	8.00
Scizor	R	3.55	3.20▲	3.00
Tyranitar	F	11.25	10.00▲	9.25
Tyranitar	R	3.70	3.45	3.30
Umbreon	F	10.50	7.25▲	6.25
Umbreon	R	3.55	3.20▲	3.00
Unown A	F	6.25	6.25▲	6.00
Unown A	R	3.55	3.20▲	3.00
Wobbuffet	F	7.50	7.00	6.50
Wobbuffet	R	3.55	3.20▲	3.00

NEO REVELATION 1ST ED. (66 cards)

1st Ed. Neo Revelation Set		160.00	155.00▲	150.00
1st Ed. Booster Box		92.00	74.00▼	60.00
1st Ed. Booster Pack		3.70	3.45▲	3.20
Holofoil Card (F)		6.00	5.75	5.50
Rare Card		3.10	3.00	3.00
Uncommon Card		0.65	0.50	0.50
Common Card		0.25	0.20	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Ampharos	F	6.25	6.00	6.00
Blissey	F	6.25	6.00	6.00
Celebi	F	8.00	6.75▲	6.00
Crobat	F	6.25	6.00	6.00
Entei	F	10.50	8.00▼	7.00
Entei	R	3.55	3.20▲	3.00
Ho-oh	F	17.00	13.00▲	10.00
Ho-oh	R	4.05	3.20▲	3.00
Houndoom	F	6.00	6.00	5.75
Lugia	R	4.05	3.20▲	3.00
Misdreavus	F	6.00	6.00	5.75
Raikou	F	8.50	8.50▲	6.00
Raikou	R	4.00	3.45▲	3.00
Shining Gyrados	F	10.00	9.00	7.00
Shining Magicarp	F	10.00	9.00	7.00
Suicune	F	8.50	7.00▼	6.50
Suicune	R	3.55	3.20▲	3.00

NEO DESTINY 1ST ED. (113 cards)

1st Ed. Neo Destiny Set		245.00	180.00▼	175.00
1st Ed. Booster Box		96.00	83.00▼	67.00
1st Ed. Booster Pack		4.00	3.75▲	3.50
Theme Deck Box		79.00	77.00▼	76.00
Theme Deck		8.00	7.00▼	6.50
Holofoil Card (F)		6.00	5.75	5.50
Rare Card		3.00	3.00	2.00
Uncommon Card		0.50	0.50	0.50
Common Card		0.30	0.25	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Dark Crobat	F	6.00	6.00▲	5.75
Dark Espeon	F	7.00	6.00▼	5.75
Dark Feraligtr	F	9.50	7.25▲	6.00
Dark Gengar	F	7.00	6.00▲	5.75
Dark Houndoom	F	7.00	6.00▲	5.75
Dark Porygon2	F	6.00	6.00▲	5.75
Dark Scizor	F	7.00	6.00▼	5.75
Dark Typhlosion	F	9.50	8.50▼	8.00
Light Arcanine	F	6.00	6.00	5.75
Light Azumarill	F	9.00	6.00	5.75
Shining Celebi	F	15.00	11.00▲	10.00
Shining Charizard	F	25.00	17.25▲	15.00
Shining Kabutops	F	13.00	10.00	7.75
Shining Mewtwo	F	11.00	10.50▲	10.00
Shining Noctowl	F	10.25	10.00	6.50
Shining Raichu	F	13.50	11.00▲	10.00
Shining Steelix	F	12.00	10.50▲	7.75
Shining Tyranitar	F	13.50	10.25▲	9.00

LEGENDARY COLLECTION (110 cards)

Legendary Set		165.00	130.00▼	97.00
Legendary Reverse Holofoil Set		170.00	150.00▼	140.00
Booster Box		77.00	73.00▼	69.00
Booster Pack		3.35	3.30	3.15
Theme Deck Box		83.00	80.00	78.00
Theme Deck		8.75	8.50▼	8.25
Holofoil Card (F)		6.25	5.75▼	5.50
Rare Card		3.10	3.00	3.00
Uncommon Card		0.65	0.50	0.50
Common Card		0.25	0.20	0.10
Rev. Holofoil Card (F)		10.25	9.25▲	8.50
Rev. Rare Card		5.25	5.00	5.00
Rev. Uncommon Card		2.25	1.85▲	1.65
Rev. Common Card		1.00	0.75▲	0.50
TOP REVERSE FOILS	**RAR**	**UPR**	**MED**	**LOW**
Articuno Lv. 35	F	12.75	10.50▲	9.00
Charizard Lv. 76	F	20.00	20.00▲	15.00
Dark Blastoise Lv. 28	F	15.75	12.50▲	9.75
Flareon Lv. 28	F	11.25	10.00▲	9.00
Gengar Lv. 38	F	11.75	9.75▲	8.50
Jolteon Lv. 29	F	11.25	10.00▲	9.00
Ninetails Lv. 32	F	12.00	10.25▲	8.50
Zapdos Lv. 64	F	12.50	10.50▲	9.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alakazam Lv. 42	F	6.25	6.00	6.00
Articuno Lv. 35	F	6.25	6.00	6.00
Charizard Lv. 76	F	13.50	11.00▼	10.00
Dark Blastoise Lv. 28	F	8.25	7.25▲	6.75
Dark Raichu Lv. 31	F	7.00	6.00	6.00
Dark Vaporeon Lv. 28	F	6.25	6.00	6.00
Flareon Lv. 28	F	6.75	6.25▲	6.00
Gengar Lv. 38	F	6.50	6.00	5.50
Gyarados Lv. 41	F	6.00	6.00	5.75
Jolteon Lv. 29	F	6.75	6.25▲	6.00
Machamp Lv. 67	F	6.25	6.00	6.00
Ninetails Lv. 32	F	6.50	6.00	5.50
Venusaur Lv. 67	F	6.50	6.00	6.00
Zapdos Lv. 64	F	7.00	6.25▲	6.00

EXPEDITION (165 cards)

Expedition Set		250.00	200.00▼	170.00
Expedition Parallel Foil Set		335.00	315.00▼	300.00
Booster Box		84.00	80.00	77.00
Booster Pack		3.30	3.30	2.75
Theme Deck Box		74.00	66.00▼	59.00
Theme Deck		9.25	8.50▼	8.00
Holofoil card (F)		6.00	6.00	5.00
Rare card		3.40	3.00	3.00
Uncommon card		1.00	0.95	0.60
Common card		0.25	0.25	0.15
Energy card		0.15	0.10	0.10
Parallel Foil Holofoil card (F)		11.25	9.75	7.25
Parallel Foil Rare card		7.75	6.25	3.75
Parallel Foil Uncommon card		3.00	2.50	1.55
Parallel Foil Common card		1.00	1.00	0.50
Parallel Foil Energy card		1.00	0.50	0.35
TOP PARALLEL FOILS	**RAR**	**UPR**	**MED**	**LOW**
Blastoise (#4)	F	14.25	12.00▲	10.50
Charizard (#6)	F	23.00	15.50▲	13.50
Feraligatr (#12)	F	16.50	10.50	8.25
Mew (#19)	F	13.50	10.50▲	8.25
Pichu (#22)	F	12.00	10.25▲	7.50
Raichu (#25)	F	12.00	10.25▲	7.50
Rapidash (#26)	F	14.25	10.50	7.50
Typhlosion (#28)	F	18.00	13.50▼	10.50
Tyranitar (#29)	F	14.25	11.00▲	9.25
Venusaur (#30)	F	11.75	10.50▲	8.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Arbok (#3)	F	7.50	6.75▲	4.80
Blastoise (#4)	F	10.00	10.00▲	7.00
Blastoise (#36)	R	4.90	3.75▲	3.00
Charizard (#6)	F	15.00	14.25	10.00
Charizard (#39)	R	6.75	5.50▲	5.00
Charizard (#40)	R	6.50	5.00	5.00
Darkness Energy	R	3.90	3.25	3.00
Feraligatr (#12)	F	10.00	8.00	6.50
Meganium (#18)	F	8.00	7.00	5.75
Metal Energy	R	3.90	3.25	3.00
Mew (#19)	F	9.50	8.00▲	5.50
Mew (#55)	R	4.65	3.25▲	3.00
Mewtwo (#20)	F	12.50	7.50	6.25
Pichu (#22)	F	8.00	7.00▲	6.00
Pichu (#58)	R	3.95	3.40▲	3.00
Raichu (#25)	F	7.50	7.00▲	5.50
Rapidash (#26)	F	7.50	7.00	5.00
Typhlosion (#28)	F	12.50	11.00▲	9.25
Typhlosion (#64)	R	5.00	4.50▲	3.25
Typhlosion (#65)	R	5.00	4.50▲	3.25
Tyranitar (#29)	F	11.75	10.00▲	6.50
Tyranitar (#66)	R	4.75	3.50▲	3.00
Venusaur (#30)	F	7.50	7.00	6.50
Venusaur (#67)	R	4.00	3.50▲	3.00

AQUAPOLIS (186 cards)

Aquapolis Set		335.00	220.00▼	215.00
Aquapolis Parallel Foil Set		390.00	325.00▼	300.00
Starter Box		72.00	65.00▼	58.00
Booster Box		96.00	86.00	78.00
Theme Deck		9.25	8.50	8.00
Booster Pack		3.30	3.30	2.50
Holofoil card (F)		6.00	6.00	5.50
Rare card		3.40	3.00	3.00
Uncommon card		1.00	0.80	0.50
Common card		0.25	0.25	0.15
Foil Rare card		6.00	5.50	4.95
Foil Uncommon card		2.75	1.75▼	1.10
Foil Common card		1.00	0.75	0.50
TOP PARALLEL FOILS	**RAR**	**UPR**	**MED**	**LOW**
Arcanine	R	6.00	6.00	6.00
Entei	R	7.75	7.00	5.50
Espeon	R	7.75	7.00	5.50
Jumpluff	R	6.75	6.00▲	5.25
Muk	R	6.75	6.00▲	5.25
Ninetales	R	6.75	6.00▲	5.25
Rainbow Energy	R	7.00	6.00	6.00
Suicune	R	7.50	6.00	5.00
Tyranitar	R	7.00	7.00▲	6.00
Zapdos	R	7.00	6.50▲	5.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Arcanine	F	7.50	7.00	6.50
Azumarill	F	7.25	6.25	5.50
Entei	F	10.00	9.00	6.50
Entei	R	4.00	4.00▲	3.65
Espeon	F	8.50	8.00	6.50
Espeon	R	4.00	4.00▲	3.65
Houndoom	F	8.25	6.25	5.00
Houndoom (#14)	R	3.90	3.40	3.05
Houndoom (#15)	R	3.90	3.40	3.05
Kingdra (#H14)	F	7.50	6.25▲	5.75
Kingdra	R	3.90	3.25▲	3.00
Kingdra (#148)	F	13.50	8.50▲	7.00
Lugia	F	20.00	15.00▲	11.00
Muk	R	3.90	3.25▲	3.00
Nidoking	R	3.50	3.25▲	3.00
Nidoking (#150)	F	10.50	7.75	7.00
Ninetales	R	3.50	3.25▲	3.00
Scizor	F	9.75	8.00▲	5.50
Scizor	R	3.90	3.50▲	3.15
Steelix	F	8.00	7.50▲	6.25
Steelix	R	3.90	3.50▲	3.15
Suicune	F	8.50	8.00	5.75
Suicune	R	4.00	3.75▲	3.15
Togetic	F	8.50	7.00	6.50
Togetic	R	3.90	3.50▲	3.15
Tyranitar	F	10.00	10.00▲	7.50
Tyranitar	R	4.00	3.75▲	3.15
Umbreon	F	10.75	8.00	7.00
Zapdos	F	8.50	8.00▲	5.50
Zapdos	R	4.00	4.00▲	3.65

SKYRIDGE (182 cards)

Skyridge set		270.00	220.00▼	175.00
Skyridge Parallel Foil set		310.00	295.00▲	270.00
Starter Box		105.00	97.00▼	96.00
Booster Box		92.00	86.00▼	84.00
Theme Deck		11.00	11.00	10.00
Booster Pack		3.30	3.30	3.25
Holofoil card (F)		6.75	5.75	5.00
Rare card		3.25	3.00	3.00
Uncommon card		1.00	0.75	0.50
Common card		0.25	0.25	0.10
Parallel Foil Rare card		5.50	5.00	5.00
Parallel Foil Uncommon card		2.00	1.75	1.65
Parallel Foil Common card		1.00	0.55	0.50
TOP PARALLEL FOILS	**RAR**	**UPR**	**MED**	**LOW**
Alakazam	R	7.25	6.50▲	5.75
Arcanine	R	7.25	6.25	5.25
Articuno	R	7.25	6.25	5.25
Flareon	R	7.25	6.25	5.25
Gengar	R	7.25	6.50▲	5.75
Jolteon	R	7.25	6.25	5.25
Moltres	R	7.75	6.25	5.25
Poliwrath	R	7.25	6.50▲	5.75
Raichu	R	7.25	6.50▲	5.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alakazam	F	7.75	7.00▲	6.25
Alakazam	R	3.50	3.25▼	3.00
Arcanine	F	7.50	6.00	5.50
Arcanine	R	3.50	3.25▼	3.00
Articuno	F	8.50	7.00	5.50
Articuno	R	3.50	3.25▼	3.00
Beedrill	F	7.00	7.00▲	5.75
Celebi	F	20.00	11.00▲	9.00
Charizard	F	18.75	17.00▲	15.00
Crobat	R	7.50	7.00▲	5.50
Flareon	F	7.50	6.50▲	6.00
Gengar	F	7.50	6.00	6.00
Gengar	R	4.00	3.25▼	3.00
Golem	F	8.75	7.50▼	6.50
Gyarados	F	8.00	6.75▼	6.00
Ho-oh	F	15.75	15.00▲	12.00
Houndoom	F	7.50	6.00	6.00
Jolteon	F	8.75	7.00	6.00
Jolteon	R	3.50	3.25▼	3.00
Kabutops (H13)	F	8.75	8.00	6.50
Kabutops (#150)	F	8.50	6.50	6.00
Ledian	F	7.50	6.00	5.50
Machamp	F	7.00	6.50▲	5.50
Moltres	F	9.50	7.00	6.00
Moltres	R	4.00	3.25▼	3.00
Nidoqueen	F	7.00	6.50	5.50
Piloswine	F	7.50	6.00	6.00
Politoed	F	8.50	7.00	5.50
Poliwrath	F	8.00	6.00	5.50
Raichu	F	9.25	6.50	5.50
Raichu	R	4.00	3.25▼	3.00
Raikou	F	8.75	7.00	6.00
Rhydon	F	8.00	7.00	5.50
Starmie	F	7.75	6.50	5.50
Steelix	F	8.50	6.50	6.00
Umbreon	F	8.00	7.00	6.00
Vaporeon	F	7.50	6.00	5.50
Xatu	F	8.50	6.00	6.00

EX RUBY & SAPPHIRE (109 cards)

R&S set		205.00	185.00▼	165.00
R&S Reverse Foil set		295.00	290.00▲	290.00
Starter Box		84.00	76.00▼	59.00
Booster Box		85.00	83.00▼	80.00
Theme Deck		10.00	10.00	10.00
Booster Pack		3.45	3.30	2.95
Holofoil card (F)		7.00	6.00▼	5.00
Rare card		3.40	3.00	2.90
Uncommon card		1.00	1.00	0.80
Common card		0.25	0.25	0.15
Reverse Holofoil card (F)		11.25	9.50	8.25
Reverse Rare card		6.00	6.00	4.70
Reverse Uncommon card		3.00	2.50	2.50
Reverse Common card		1.00	1.00	0.70
TOP REVERSE FOILS	**RAR**	**UPR**	**MED**	**LOW**
Aggron	F	11.50	10.00	8.00
Blaziken	F	12.00	10.00	8.00
Delcatty	F	12.00	10.00	8.00
Gardevoir	F	12.00	10.00	8.00
Manectric	F	12.00	10.00	9.00
Sceptile	F	12.75	11.00	9.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aggron	F	7.25	7.00	5.50
Blaziken	F	10.50	7.25▲	6.00
Chansey ex	F	9.00	8.00	7.75
Darkness Energy	R	3.90	3.25▲	3.00
Dustox	F	7.25	7.00▲	5.50
Electabuzz ex	F	8.25	8.00	7.75
Gardevoir	F	7.00	7.00	5.50
Hitmonchan ex	F	8.50	7.50▼	6.75
Lapras ex	F	8.25	8.00	7.75
Magmar ex	F	8.25	8.00	7.75
Metal Energy	R	3.90	3.25▲	3.00
Mewtwo ex	F	10.25	9.50▼	8.50
Rainbow Energy	R	4.00	3.50▲	3.00
Sceptile	F	8.75	8.00	5.50
Scyther ex	F	9.25	9.00	7.25
Sharpedo	R	3.90	3.25▲	2.90
Slaking	F	7.75	6.25▲	5.25
Sneasel ex	F	9.00	7.50▼	7.00
Swampert	F	7.25	7.00▲	5.50
Wailord	F	7.00	7.00▲	5.50

SANDSTORM (100 cards)

Sandstorm set		130.00	125.00	110.00
Sandstorm Parallel Foil set		275.00	215.00▼	180.00
Starter Box		99.00	87.00	79.00
Booster Box		93.00	85.00▼	76.00
Theme Deck		11.00	10.50▼	9.50
Booster Pack		4.20	3.75	3.25
Holofoil card (F)		7.00	7.00	5.75
Rare card		3.10	3.00	3.00
Uncommon card		1.00	0.90	0.55
Common card		0.25	0.20	0.10
Parallel Holofoil card (F)		12.00	10.50▼	10.00
Parallel Foil Rare card		7.00	6.00	5.00
Parallel Foil Uncommon card		2.50	2.00	2.00
Parallel Foil Common card		1.00	1.00	1.00
TOP PARALLEL FOILS	**RAR**	**UPR**	**MED**	**LOW**
Cacturne	F	12.50	12.00	11.00
Flareon	F	13.00	12.00	11.00
Jolteon	F	13.00	12.00	11.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aerodactyl ex	F	20.00	14.00	12.00
Aggron ex	F	20.00	12.50▲	10.00
Cacturne	F	8.25	7.25▲	5.25
Gardevoir ex	F	24.00	12.75	12.00
Jolteon	F	9.00	8.00▲	6.50
Kabutops ex	F	20.00	12.25	10.00
Raichu ex	F	23.00	13.00▲	10.00
Typhlosion ex	F	22.00	13.00	11.25
Wailord ex	F	21.00	15.00▲	11.00
Zangoose	F	8.25	7.25	6.50

DRAGON (97 cards)

Dragon set		175.00	175.00	140.00
Dragon Parallel Foil set		300.00	225.00	185.00
Starter Box		115.00	85.00	75.00
Booster Box		99.00	83.00	79.00
Theme Deck		12.50	10.50	9.75
Booster Pack		4.45	3.90	3.40
Parallel Rare card		6.00	5.00	5.00
Parallel Uncommon card		2.00	2.00	2.00
Parallel Common card		1.00	1.00	0.50
TOP PARALLEL FOILS	**RAR**	**UPR**	**MED**	**LOW**
Absol	F	10.50	9.50	8.25
Altaria	F	10.50	9.50	8.25
Crawdaunt	F	10.50	9.50	8.25
Flygon	F	10.75	9.50	8.25
Golem	F	10.75	9.50	8.25
Grumpig	F	10.50	9.50	8.25
Minun	F	10.50	9.50	8.25
Plusle	F	10.50	9.50	8.25
Roselia	F	10.50	9.50	8.25
Salamence	F	10.50	9.50	8.25
Shedinja	F	10.50	9.50	8.25
Torkoal	F	11.00	9.50	8.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Absol	F	9.50	6.75	6.00
Altaria	F	7.50	6.00	6.00
Ampharos ex	F	17.50	9.75	9.25
Bagon	U	1.00	1.00	0.50
Bagon (#49)	C	0.25	0.25	0.10
Bagon (#50)	C	0.25	0.25	0.10
Balloon Berry	U	1.00	1.00	0.50
Barboach	C	0.25	0.25	0.10
Buffer Piece	U	1.00	1.00	0.50
Camerupt	U	1.00	1.00	0.50
Combusken	U	1.00	1.00	0.50
Corphish (#52)	C	0.25	0.25	0.10
Corphish (#53)	C	0.25	0.25	0.10
Corphish (#54)	C	0.25	0.25	0.10
Crawdaunt	F	7.50	6.00	6.00
Crawdaunt	R	3.00	3.00	3.00
Dragonair	R	3.00	3.00	3.00
Dragonite ex	F	19.00	12.75	9.25
Dratini	U	1.00	1.00	0.50
Energy Recycle System	U	1.00	0.75	0.50
Flaaffy	U	1.00	1.00	0.50
Flygon	F	8.25	7.00	6.00
Flygon	R	3.00	3.00	3.00
Forretress	U	1.00	1.00	0.50
Geodude (#55)	C	0.25	0.25	0.10
Geodude (#56)	C	0.25	0.25	0.10
Girafarig	R	3.00	3.00	3.00
Golem	F	8.50	7.00	6.00
Golem ex	F	17.50	9.75	9.25
Graveler (#29)	U	1.00	1.00	0.50
Graveler (#30)	U	1.00	1.00	0.50
Grimer	C	0.25	0.25	0.10
Grovyle	U	1.00	1.00	0.50
Grumpig	F	7.50	6.00	6.00
Gyarados	U	1.00	1.00	0.50
High Pressure System	U	1.00	0.50	0.50
Horsea	U	1.00	1.00	0.50
Horsea	C	0.25	0.25	0.10
Houndoom	U	1.00	1.00	0.50
Houndour	C	0.25	0.25	0.10
Kingdra ex	F	17.50	10.00	9.25
Latias ex	F	19.25	13.75	9.25
Latios ex	F	22.00	15.00	9.25
Low Pressure System	U	1.00	0.50	0.50
Magcargo ex	F	20.00	10.00	9.00
Magikarp	C	0.25	0.25	0.10
Magnemite (#61)	C	0.25	0.25	0.10
Magnemite (#62)	C	0.25	0.25	0.10
Magnemite (#63)	C	0.25	0.25	0.10
Magneton	R	3.00	3.00	3.00
Magneton	U	1.00	1.00	0.50
Mareep	C	0.25	0.25	0.10
Marshtomp	U	1.00	1.00	0.50
Meditite	U	1.00	1.00	0.50
Minun	F	7.00	6.00	6.00
Mr. Briney's Compassion	U	1.00	0.50	0.50
Mudkip	C	0.25	0.25	0.10
Muk ex	F	20.00	10.00	9.00
Nincada (#66)	C	0.25	0.25	0.10
Nincada (#67)	C	0.25	0.25	0.10
Nincada (#68)	C	0.25	0.25	0.10
Ninjask	R	3.00	3.00	3.00
Ninjask	U	1.00	1.00	0.50
Numel (#69)	C	0.25	0.25	0.10

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Numel (#70)	C	0.25	0.25	0.10
Pineco	C	0.25	0.25	0.10
Plusle	F	7.00	6.00	6.00
Rayquaza ex	F	28.00	20.00	9.50
Roselia	F	7.00	6.00	6.00
Salamence	F	9.50	7.00	6.00
Salamence	R	3.00	3.00	3.00
Seadra (#39)	U	1.00	1.00	0.50
Seadra (#40)	U	1.00	1.00	0.50
Shedinja	F	8.00	6.00	6.00
Shelgon	R	3.00	3.00	3.00
Shelgon (#41)	U	1.00	1.00	0.50
Shelgon (#42)	U	1.00	1.00	0.50
Shuppet	U	1.00	1.00	0.50
Skarmory	R	3.00	3.00	3.00
Slugma	C	0.25	0.25	0.10
Snorunt	U	1.00	1.00	0.50
Spoink (#73)	C	0.25	0.25	0.10
Spoink (#74)	C	0.25	0.25	0.10
Swablu	C	0.25	0.25	0.10
Swellow	U	1.00	1.00	0.50
Taillow	C	0.25	0.25	0.10
Torchic	C	0.25	0.25	0.10
Torkoal	F	9.00	6.00	6.00
Trapinch (#78)	C	0.25	0.25	0.10
Trapinch (#79)	C	0.25	0.25	0.10
Treecko	C	0.25	0.25	0.10
TV Reporter	U	1.00	0.50	0.50
Vibrava	R	3.00	3.00	3.00
Vibrava (#46)	U	1.00	1.00	0.50
Vibrava (#47)	U	1.00	1.00	0.50
Whiscash	U	1.00	1.00	0.50
Wurmple	C	0.25	0.25	0.10
Total		348.25	255.75	204.80

SPECIAL SETS & PROMOS

PIKACHU WORLD COLLECTION

Pikachu World Collection (sealed)		30.00	27.00▼	25.00
Southern Islands Collection (sealed box)		20.00	17.50▼	14.50
PROMO CARDS	**RAR**	**UPR**	**MED**	**LOW**
Aerodactyl (Fossil Prerelease)		5.00	5.00	5.00
Ancient Mew (Movie 2000)	F	6.50	5.25	5.00
Articuno, Moltres, and Zapdos colossal card		5.25	5.00	4.55
Brock's Vulpix (Gym Challenge, shooting star)		4.45	4.15	3.80
Clefable (Jungle Prerelease)		33.00	6.00▲	4.65
Dark Arbok (Tm Rocket, shooting star)		10.00	5.00	4.75
Dark Charmeleon (Tm Rocket, shooting star)		5.00	4.50	3.85
Dark Gyrados (Tm Rocket Prerelease)		4.75	4.00	3.35
Fighting Energy	F	4.75	4.50	2.00
Fire Energy	F	4.75	4.50	2.00
Grass Energy	F	4.75	4.50	2.00
Kabuto (Fossil, shooting star)		4.50	3.75	3.15
Lightning Energy	F	4.75	4.50	2.00
Meowth (gold border)		9.00	6.00▲	5.50
Misty's Psyduck (Gym Heroes, shooting star)		4.00	4.00	4.00
Misty's Seadra (Gym Heroes Prerelease)		4.65	3.35	3.05
Pikachu colossal card		4.00	3.15	3.00
Pikachu Lv. 14 (Jungle, shooting star)		3.50	3.35	3.10
Pikachu Lv. 17 (red cheeks, stamped "E3")		7.00	5.50	4.90
Pikachu Lv. 17 (yellow cheeks, stamped "E3")		8.00	5.75	4.90
Psychic Energy	F	4.50	4.00	2.00
Rainbow Energy	F	4.40	3.50▼	2.25
Wartortle (Base 2, shooting star)		7.00	5.00	3.15
Water Energy	F	4.50	4.00	3.00
BLACK STAR PROMOS	**RAR**	**UPR**	**MED**	**LOW**
#1: Pikachu Lv. 16 (League)		4.00	3.15	2.50
#2: Electabuzz (1st movie)		3.10	2.50	2.00
#3: Mewtwo (1st movie)		4.00	4.00	3.35
#4: Pikachu (1st movie)		3.10	3.00	2.25
#5: Dragonite (1st movie)		3.10	2.50	1.65
#6: Arcanine (League)		4.00	3.75	3.25
#7: Jigglypuff (Atlantic Records)		7.00	4.50	3.35
#8: Mew (League)		2.00	1.50	1.00
#9: Mew holofoil	F	5.75	5.25	4.30
#10: Meowth (Nintendo Power)	F	9.00	6.00	6.00
#11: Eevee (League)	F	5.00	4.00	3.00
#12: Mewtwo (Nintendo Power)		16.50	12.00▲	7.00
#13: Venusaur (Player's Guide)	F	13.00	8.50	8.25
#14: Mewtwo (videotape)		8.00	5.00	5.00
#15: Cool Porygon (N64)	F	7.75	7.00	7.00
#16: Computer Error (League)		2.00	2.00	1.25
#17: Dark Persian	F	5.25	5.25	4.00
#18: Team Rocket's Meowth		2.00	2.00	2.00
#19: Sabrina's Abra		16.25	5.00	3.60
#20: Psyduck		3.10	2.50	2.00
#21: Moltres (Movie 2000)		4.00	4.00	3.35
#22: Articuno (Movie 2000)		4.75	4.00	3.35
#23: Zapdos (Movie 2000)		4.00	4.00	3.35
#24: Birthday Pikachu	F	17.00	11.00	10.50
#25: Flying Pikachu		4.00	4.00	3.35
#26: Pikachu Snap Lv. 9		3.25	3.15	3.00
#27: Pikachu Lv. 5		6.00	4.25	3.15
#28: Surfing Pikachu		4.60	3.00	2.50
#29: Marill		4.00	4.00	4.00
#30: Togepi		4.00	3.60	2.30
#31: Cleffa		3.10	3.00	2.25
#32: Smeargle		3.00	3.00	2.25
#33: Scizor		4.55	3.10	3.00
#34: Entei (reverse foil)	F	5.75	5.25	5.00
#35: Pichu (reverse foil)	F	7.50	5.75	5.25
#36: Igglybuff		2.85	2.00	2.00
#37: Hitmontop		3.15	2.00	2.00
#38: Unown J		6.00	4.50▲	4.00
#39: Misdreavus		3.00	2.00	2.00
#40: Pokémon Center		6.25	4.10▲	3.05
#41: Lucky Stadium		4.85	3.10	2.75
#42: Pokémon Tower		5.50	3.10	2.75
#43: Machamp		3.00	2.75	2.00
#44: Magmar		3.00	2.25	2.00
#45: Scyther		3.00	3.00	3.00
#46: Electabuzz		3.00	3.00	3.00
#47: Mew (lily pad)		3.15	3.00	3.00
#48: Articuno		3.15	3.00	3.00
#49: Snorlax		3.15	3.00	3.00
#50: Celebi		3.05	3.00	3.00
#51: Rapidash		5.25	3.10▲	3.00
#52: Ho-Oh		9.25	5.00	5.00
#53: Suicine		5.00	4.75▲	4.50
OVERSIZED BOX TOPPERS		**UPR**	**MED**	**LOW**
#1/12: Alakazam (Expedition)	F	4.90	4.25▼	3.35
#2/12: Feraligatr (Expedition)	F	5.00	4.50	4.00
#3/12: Tyranitar (Expedition)	F	5.75	5.00	4.25
#4/12: Venusaur (Expedition)	F	5.00	4.50	4.00
#5/12: Entei (Aquapolis)	F	5.50	4.90▲	4.20
#6/12: Espeon (Aquapolis)	F	4.90	4.25▼	3.35
#7/12: Scizor (Aquapolis)	F	5.75	4.75▲	4.15
#8/12: Suicine (Aquapolis)	F	5.50	4.75▲	4.15
#9/12: Charizard (Skyridge)	F	8.00	6.00	4.00
#10/12: Crobat (Skyridge)	F	5.00	4.50	4.00
#11/12: Ho-Oh (Skyridge)	F	5.25	5.00	4.00
#12/12: Kabutops (Skyridge)	F	6.25	6.00▲	4.25
#S1: Charizard (Legendary)	F	6.00	5.00	4.00
#S2: Dark Blastoise (Legendary)	F	5.00	4.50	4.00
#S3: Dark Raichu (Legendary)	F	7.50	5.25▲	4.15
#S4: Mewtwo (Legendary)	F	6.00	6.00	5.25
BEST PROMO CAROS	**RAR**	**UPR**	**MED**	**LOW**
#1: Electabuzz (stamped "Winner")	F	10.00	10.00▲	8.25
#1: Electabuzz	F	3.80	3.60	3.35
#2: Hitmonchan (stamped "Winner")	F	9.00	8.00▲	7.25
#2: Hitmonchan	F	3.80	3.60	3.35
#3: Professor Elm (stamped "Winner")	F	7.50	7.25	6.75
#3: Professor Elm	F	4.15	3.60	2.85
#4: Rocket's Scizor (stamped "Winner")	F	6.75	6.75	6.50
#4: Rocket's Scizor	F	3.60	3.45	3.30
#5: Rocket's Sneasel (stamped "Winner")	F	6.00	5.75	5.25
#5: Rocket's Sneasel	F	3.10	3.10	3.05
#6: Dark Ivysaur (stamped "Winner")	F	7.25	5.75▲	4.65
#6: Dark Ivysaur	F	2.80	2.45	2.10
#7: Dark Venusaur (stamped "Winner")	F	8.25	6.25▼	5.75
#7: Dark Venusaur	F	4.55	4.10	3.60
#8: Rocket's Mewtwo (stamped "Winner")	F	6.75	6.25▲	4.90
#8: Rocket's Mewtwo	F	4.40	3.50	2.65
#9: Rocket's Hitmonchan (stamped "Winner")	F	6.75	6.25▲	5.75
#9: Rocket's HitmonchanF		3.10	3.10	3.05
BLACK STAR PROMOS		**UPR**	**MED**	**LOW**
#1 Kyogre ex		13.25	10.25▲	8.50
#2 Groudon ex		12.25	10.25▲	8.50

RAW DEAL

WWE RAW DEAL (150 cards)

WWF Raw Deal Set		275.00	250.00	230.00
Starter Box		94.00	91.00	88.00
Booster Box		90.00	88.00	87.00
Starter Deck		10.25	9.75	9.50
Booster Pack		3.25	3.20	2.85
Rare card		3.00	3.00	3.00
Uncommon card		1.00	0.80▼	0.75
Common card		0.25	0.25	0.10
Fixed card		3.00	3.00	3.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Ayatollah of Rock-n-Rollah	URF	9.50	9.00▼	8.50
Chyna Interferes	URF	9.75	9.00▼	8.50
Diversion	R	5.00	4.50▲	4.00
Ego Boost	R	4.00	4.00	4.00
Hellfire & Brimstone	URF	9.75	8.50▼	8.00
Kane's Tombstone Piledriver	URF	10.00	10.00	9.00
Maintain Hold	R	4.00	4.00	3.00
Manager Interferes	R	4.00	4.00	3.00
Mandible Claw	URF	12.75	12.00▼	11.75
Mr. Socko	URF	10.75	10.25▼	10.00
No Chance in Hell	R	4.00	3.50▼	3.00
Open Up a Can of Whoop-Ass	URF	12.75	11.75▼	10.00
Pedigree	URF	10.75	10.25▼	10.00
Power of Darkness	URF	12.75	11.75▼	11.00
Puppies! Puppies!	R	5.75	4.00	3.15
Stone Cold Stunner	URF	11.00	10.75▼	10.75
The People's Elbow	URF	10.25	10.00▼	9.00
The People's Eyebrow	URF	10.25	10.00▼	9.00
The Undertaker	X	4.00	3.50▲	3.00
Undertaker Sits Up!	X	4.00	3.50▲	3.00
Undertaker's Chokeslam	X	4.00	3.50▲	3.00
Undertaker's Flying Clothesline	X	4.00	3.50▲	3.00
Undertaker's Tombstone Piledriver	URF	10.25	10.00▼	10.00
Walls of Jericho	URF	9.75	9.00▼	9.00

SURVIVOR SERIES (160 cards)

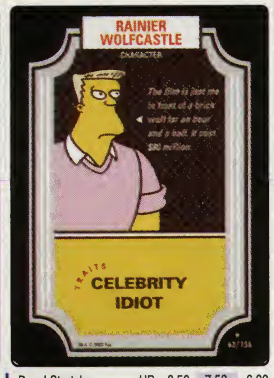
Survivor Set		260.00	260.00	255.00
Survivor Starter Box		99.00	95.00	90.00
Survivor Booster Box		95.00	92.00	88.00
Survivor Starter Deck		10.75	9.75	9.00
Survivor Booster Pack		3.40	3.30	3.30
Foil card (F)		5.75	5.25	4.90
Rare card		3.00	2.95	2.80
Uncommon card		0.90	0.80	0.70
Common card		0.25	0.20	0.10
Fixed card (X)		2.10	1.75	1.25
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Ayatollah of Rock'n'Roll-a	URF	12.00	11.25	9.75
Backed by Stephanie McMahon	F	6.00	6.00	5.75
Barbed Wire Baseball Bat	URF	9.00	8.50	7.75
Big Stupid Grin	URF	9.00	8.50	7.75
Cactus's Double Arm DDT	URF	10.00	9.75	8.50
Crippler Crossface	URF	10.00	9.75	8.75
Ego Boost	R	3.65	3.25	2.95
Get Hardcore!	URF	11.00	10.00	9.25
Hellfire & Brimstone	URF	10.50	10.00	9.75
I'll Make You Famous	URF	12.50	11.75	10.25
It's True, It's True!	URF	12.50	11.50	10.25
Kane's Tombstone Piledriver	URF	12.00	11.25	10.75
Maintain Hold	R	3.80	3.25	2.95
Manager Interferes	R	3.90	3.25	2.95
Manager Interferes	F	7.25	6.50	5.75
Masked Vengence	URF	10.00	10.00	9.75
No Chance in Hell	R	3.75	3.25	2.95
No Chance in Hell	F	6.50	6.00	5.75
Olympic Slam	URF	10.00	9.75	9.00
Open a Can of Whoop-Ass	URF	11.00	11.00	10.50
Pedigree	URF	11.25	10.25	9.75
Puppies! Puppies!	R	4.15	3.75	3.35
Puppies! Puppies!	F	6.25	6.00	5.75
Roll Out of the Ring	F	6.00	5.75	5.25
Springboard Drop Kick	URF	11.25	10.25	9.50
Stephanie Interferes	URF	12.50	11.50	10.50
Stone Cold Stunner	URF	10.00	9.75	9.25
Tazzmission	URF	8.75	8.25	7.75
The Last Ride	URF	8.75	8.25	7.75
The People's Elbow	URF	10.00	10.00	9.75
The People's Eyebrow	URF	10.00	10.00	9.75
This Is My Yard	URF	9.75	9.50	8.75
Thug It - Dead	URF	9.00	8.50	8.00
Triple H's Reverse Neckbreaker	URF	12.50	11.75	11.00
Turn the Tide	F	8.75	6.75	4.90
Walls of Jericho	URF	10.00	9.75	9.25

SURVIVOR SERIES 2 (383 cards)

Survivor 2 Set		575.00	465.00	360.00
Starter Box		89.00	70.00	60.00
Booster Box		88.00	75.00	69.00
Starter Deck		11.25	11.00	8.50
Booster Pack		3.50	3.35	3.15
Ultra Rare Foil card (URF)		8.75	8.25	7.75
Fixed Foil card (XF)		3.15	3.00	2.65
Fixed card (X)		1.40	1.00	0.65
Rare card		3.45	3.40	3.20
Uncommon card		1.00	1.00	0.95
Common card		0.25	0.25	0.20
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
3D	URF	10.25	9.00	8.00
100% Stratusfaction Guaranteed	URF	9.25	9.00	9.00
150 lbs. Soaking Wet	R	3.70	3.40	3.20
360-Degree Clothesline	R	3.70	3.40	3.20
Asian Mist	R	3.45	3.40	3.20
Austin Elbow Smash	R	3.70	3.40	3.20
Back Breaker Torture Rack	R	3.70	3.40	3.20
Back That A%$ Up	R	3.70	3.40	3.20
Beating the Odds	R	3.70	3.40	3.20
Been There, Done That	R	3.70	3.40	3.20
Big Slide in the Ring	R	3.45	3.40	3.20
Born of Hellfire	R	3.70	3.40	3.20
Boston Crab	R	3.45	3.40	3.20
Bra and Panties Match	R	3.45	3.40	3.20
Brotherly Love	R	3.45	3.40	3.20
Brothers 'til the End	URF	10.50	9.75	9.50
Brothers from Another Mother	URF	9.00	9.00	9.00
Caped Body Press	R	3.70	3.40	3.20
Catatonic Stare	R	3.70	3.40	3.20
Cerebral Assassin	R	3.70	3.40	3.20
Chair Shot	R	3.95	3.40	3.20
Chris Benoit	R	3.95	3.40	3.20
Christian's Shades	R	3.70	3.40	3.20
Claw	R	3.70	3.40	3.20
Commissioner Regal's Decree	R	3.45	3.40	3.20
Crippler Crossface	URF	9.00	8.75	8.75
DDT	R	3.95	3.40	3.20
Dead Man Walking	R	3.70	3.40	3.20
Deadman Inc.	R	4.20	3.40	3.20
Diamonds are Forever, and So is The Nature Boy!	R	3.70	3.40	3.20
Diversion	R	4.20	3.40	3.20
Do YOU Live by the Three I's?	R	3.45	3.40	3.20
Doin' the D-Von	R	3.45	3.40	3.20
Don't Hate da Playa, Hate da Game!	R	3.95	3.40	3.20
Don't Mess with the Champ!	R	3.70	3.40	3.20
Double Digits	R	3.70	3.40	3.20
Drive, Rikishi, Drive!	R	3.45	3.40	3.20
Duchess of Queensbury Rules	R	3.45	3.40	3.20
Dudley Boyz	R	3.45	3.40	3.20
D-Von ... Get the Table!	R	3.45	3.40	3.20
D-Von Dudley	R	3.45	3.40	3.20
Edge-O-Matic	URF	10.25	9.00	7.50
Ego Boost	R	4.20	3.40	3.20
Enter the Stratusphere	R	4.10	3.40	3.20
European Uppercut	R	3.70	3.40	3.20
Facebuster	R	3.70	3.40	3.20
Fisherman's Suplex	R	3.70	3.40	3.20
Foley is Good!	R	3.95	3.40	3.20
Fully Loaded!	R	3.70	3.40	3.20
Good Golly, Miss Molly Holly	R	3.95	3.40	3.20
Goodwill Ambassador	R	3.70	3.40	3.20
Handicap Match	R	3.70	3.40	3.20
Head	R	3.70	3.40	3.20
Head-and-Arms Tazzplex	R	3.70	3.40	3.20
Hell in a Cell Match	R	4.20	3.40	3.20
Hellfire & Brimstone	URF	9.00	9.00	9.00
"Hollywood" Hulk Hogan	R	3.45	3.40	3.20
Hollywood Leg Drop	R	3.45	3.40	3.20
Hollywood's Big Boot	R	3.45	3.40	3.20
Hulkin' Up	URF	8.75	8.50	8.50
Hurricane	R	3.70	3.40	3.20
I Am the Game	R	4.20	3.40	3.20
... I Change the Questions	R	3.70	3.40	3.20
I Did It for You	URF	9.00	9.00	9.00
I'm a Bad Man...	R	3.70	3.40	3.20
I've Been Besmirched!	R	3.70	3.40	3.20
In the Presence of the Kanenites	R	3.70	3.40	3.20
Indian Strap Match	R	3.70	3.40	3.20
Integrity	R	3.70	3.40	3.20
Intelligence	R	3.70	3.40	3.20
Intensity	R	3.70	3.40	3.20
Iron Will	R	3.70	3.40	3.20
It's True, It's True	URF	9.00	9.00	9.00
Japanese Buzzsaw	R	3.70	3.40	3.20
Just Another Victim	URF	54.00	9.00	9.00
Kamikaze Headbutt	R	3.70	3.40	3.20
Kane	R	3.70	3.40	3.20
Kane's Chokeslam	R	3.95	3.40	3.20
Kane's Flying Clothesline	R	3.95	3.40	3.20
Kane's Return	R	3.95	3.40	3.20
Kane's Tombstone Piledriver	URF	10.25	9.25	9.25
Kick of Death	URF	9.75	9.25	9.25
Kurt Angle	R	3.70	3.40	3.20
Leaping Knee to the Face	R	3.70	3.40	3.20
Listen Up, Sunshine!	URF	9.00	9.00	9.00
Lita to the Xtreme	R	3.95	3.40	3.20
Lita's Twist of Fate	URF	9.75	9.25	9.25
Lita-sault	URF	10.25	9.25	9.25
Live for the Moment	URF	9.00	9.00	9.00
Lou Thesz Press	R	3.70	3.40	3.20
Maintain Hold	R	3.70	3.40	3.20
Managed by Stephanie McMahon	R	3.70	3.40	3.20
Managed by Terri Runnels	R	3.70	3.40	3.20
Managed by Torrie Wilson	R	3.70	3.40	3.20
Manager Interferes	R	3.70	3.40	3.20
Masked Vengeance	URF	9.00	9.00	9.00
My Name Is...	R	3.70	3.40	3.20
No Chance in Hell	R	3.70	3.40	3.20
No Mercy!	R	3.70	3.40	3.20
No, Jeff, Don't Do It!	R	3.70	3.40	3.20
Northern Lights Tazzplex	R	3.70	3.40	3.20
Not Today, Pal!	R	3.70	3.40	3.20
Now You're Going to School!	R	3.70	3.40	3.20
Old School Clothesline	R	3.70	3.40	3.20
Old School Wrestling Match	R	3.70	3.40	3.20
Olympic Slam	URF	9.25	9.00	9.00
Open Up a Can of Whoop-A%$	URF	9.75	9.25	9.25
Patented Austin Kick to the Gut	URF	9.25	9.00	9.00
Patented Rock Footstomp	URF	9.25	9.00	9.00
Pedigree	URF	10.75	9.25	9.25
Psychotic Bump	R	3.70	3.40	3.20
Pump Kick	R	3.70	3.40	3.20
Puppies! Puppies!	R	3.70	3.40	3.20
Rabid Wolverine	R	3.70	3.40	3.20
Ric Flair	R	3.45	3.40	3.20
Rico Enters	URF	9.50	8.75▲	8.00
Rikishi	R	3.45	3.40	3.20
Ring General	R	3.70	3.40	3.20
Ring Steps	R	3.70	3.40	3.20
Roar For the Fans	R	3.70	3.40	3.20
Rock Bottom	R	3.70	3.40	3.20
Running Bulldog	R	3.70	3.40	3.20
Running Clothesline	R	3.70	3.40	3.20
R-V-D	URF	10.50	9.25	9.25
Samoan Drop	R	3.45	3.40	3.20
Say Your Prayers & Eat Your Vitamins	R	3.45	3.40	3.20
Series of Suplexes	R	3.70	3.40	3.20
Shades of the Great One	R	3.70	3.40	3.20
Sharpshooter	R	3.70	3.40	3.20
Simply the Best	R	3.70	3.40	3.20
Sleeper	R	3.70	3.40	3.20
Smackdown Hotel	R	3.70	3.40	3.20
Snow Slide	R	3.45	3.40	3.20
Spike Dudley	R	3.45	3.40	3.20
Spinnerooni	URF	8.75	8.50	8.50
Spinning Elbow	R	3.70	3.40	3.20
Split Personalities Have Benefits	URF	8.75	8.50	8.50
Stand Back! There's a Hurricane Coming Through!	R	3.45	3.40	3.20
Stink Face	R	3.45	3.40	3.20
Stone Cold Steve Austin	R	3.70	3.40	3.20
Stone Cold Stunner	URF	9.75	9.25	9.25
Superior Acrobatics	URF	10.25	9.25	9.25
Superkick	R	3.70	3.40	3.20
Superplex	R	3.70	3.40	3.20
Sustained Damage	R	3.70	3.40	3.20
Tajiri	R	3.45	3.40	3.20
Tajiri's Handspring Elbow	R	3.45	3.40	3.20
Take That Move ...	R	3.70	3.40	3.20
Tarantula	R	3.45	3.40	3.20
Tazz	R	3.45	3.40	3.20
T-Bone Tazzplex	R	3.45	3.40	3.20
The Best Technical Wrestler in the Business	R	3.70	3.40	3.20
The Brahma Bull	URF	9.75	9.25	9.25
The Dirtiest Player in the Game	R	3.45	3.40	3.20
The Last Ride	URF	9.00	9.00	9.00
The Mood Is About to Change	R	3.70	3.40	3.20
The People's Elbow	URF	10.25	9.25	9.25
The People's Eyebrow	URF	10.25	9.25	9.25
The Rock	R	4.20	3.40	3.20
The T&A Factor	URF	10.25	9.25	9.25
Thou Shall Not #### With the Dudleyz!	R	3.70	3.40	3.20
Three Faces of Foley	URF	9.50	9.25▲	9.00
To the Hurricycle!	R	3.70	3.40	3.20
Triple H	R	4.20	3.40	3.20
Triple H's Reverse Neck Breaker	URF	10.25	9.25	9.25
Turn the Tide	R	5.25	3.40	3.20
Ultimo Rechazo	URF	10.75	8.75▲	8.25
Underrated Superstar	R	4.20	3.40	3.20
Union Jack	R	3.70	3.40	3.20
Van Daminator	URF	10.25	9.25	9.25
Walls of Jericho	URF	10.75	9.25	9.25
Wazzzzuuup?!?!?	R	3.45	3.40	3.20
Whassupwitdat?!?!?	R	3.45	3.40	3.20
What Does Everybody Need?	R	3.45	3.40	3.20
What Does Everybody Want?	R	3.45	3.40	3.20
What???	R	3.70	3.40	3.20
Whatchoo Talkin' 'bout, Ese!	R	3.70	3.40	3.20
Where Are Your Medals?	URF	9.00	9.00	9.00
William Regal	R	3.70	3.40	3.20
Would You Please ... Shut the Hell Up!	R	3.70	3.40	3.20
X-Treme Thong	URF	9.50	9.25	9.25
You Think You Know Me?	URF	9.00	8.75	8.75
You Will Respect Me	R	3.70	3.40	3.20
You're Not in My League	R	3.70	3.40	3.20

FULLY LOADED (150 cards)

WWF Fully Loaded Set		255.00	225.00	190.00
Starter Box		92.00	90.00	87.00
Booster Box		95.00	90.00▲	85.00
Starter Deck		10.00	9.25	8.75
Booster Pack		3.25	3.15	3.10
Rare card		3.00	3.00▲	2.65
Uncommon card		1.00	1.00	0.80
Common card		0.25	0.25	0.10
Fixed Foil card (XF)		2.10	2.00	2.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
A%$ Drop	URF	8.00	8.00	8.00
Big Stupid Grin	URF	8.50	8.00▼	8.00
Chyna's Pedigree	URF	12.75	10.00▲	8.00
Crippler Crossface	URF	9.00	8.50	8.00
Doggy Pump Handle Slam	URF	8.50	8.00▼	8.00
Fame-A$%-er	URF	8.50	8.25	8.00
Get Hardcore	URF	8.50	8.50	8.00
Get Your GED	URF	8.50	8.00▼	8.00
Guerrero Frog Splash	URF	12.00	12.00▲	10.00
I've Got Two Words For Ya ...	URF	9.00	8.75▼	8.50
It's True, It's True!	URF	8.50	8.50	8.00
Masked Vengence	URF	9.00	9.00	9.00
Olympic Slam	URF	12.00	10.00▲	8.00
Patented Austin Kick to the Gut	URF	10.00	9.00▼	8.50
Patented Rock Footstomp	URF	10.00	10.00	8.50
Rest In Peace	URF	10.00	10.00	8.50
Rikishi Driver	URF	8.00	8.00	8.00
Springboard Drop Kick	URF	8.50	8.00▼	8.00
Tazzmission	URF	8.50	8.00▼	8.00
The 9th Wonder of the World	URF	11.00	10.00▲	9.00
Thug It - Dead	URF	8.50	8.00▼	8.00
Tori Enters the Fray!	URF	28.00	8.25	8.00
Triple H's Reverse Neck Breaker	URF	12.00	11.00▼	10.00
Turn the Tide	R	7.00	5.50▲	3.00
X-Factor	URF	8.50	8.25	8.00



BACKLASH (150 cards)

WWF Backlash Set		260.00	260.00	255.00
Starter Box		89.00	88.00	86.00
Booster Box		80.00	75.00	67.00
Starter Deck		10.00	9.25	8.75
Booster Pack		3.35	3.25	2.95
Rare card		3.00	2.85▲	2.55
Uncommon card		1.00	1.00	0.80
Common card		0.25	0.25	0.10
Fixed Foil card (XF)		2.10	2.00	2.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
3D	URF	8.25	8.00▼	8.00
Again With This #&@$!?!?!	R	3.00	3.00	2.75
Blown Spot	R	3.00	3.00	2.75
Brothers 'til the End	URF	25.00	16.00▲	12.50
BuhBuh Bomb	URF	9.00	9.00	8.50
Catatonic Stare	R	3.00	3.00	2.75
ConChairTo	URF	8.50	8.25▼	8.00
Don't Mess with the Champ!	R	3.00	3.00	2.75
DTA	URF	8.50	8.00	8.00
Eddie's Roll Up	URF	9.25	9.00▼	8.00
EdgeOMatic	URF	9.75	9.25	8.25
Fully Loaded!	R	3.00	3.00	2.75
Half Hour Suplex	R	3.00	3.00	2.75
Hung Out to Dry	R	3.00	3.00	2.75
I Did It For You	URF	9.00	9.00	8.50
I'm Gonna Put You Through the Ring	R	3.00	3.00	2.75
Incite the Fans!	R	3.00	3.00	2.75
Just Another Victim!	URF	8.50	8.25▼	8.00
Lita to the Xtreme	R	3.40	3.00	2.75
Million Dollar Smile	R	3.00	3.00	2.75
No Mercy!	R	3.00	3.00	2.75
Ovicular Fortitude	URF	8.75	8.50▼	8.25
Pac's Back	URF	8.50	8.25▼	8.00
Poetry in Motion	URF	8.50	8.25▼	8.00
Prove Me Wrong	URF	8.50	8.25▼	8.00
Ride the Barricade	R	3.00	3.00	2.75
Right to (Censor) Interfere	URF	11.00	11.00	9.00
Seeing Stars	R	3.00	3.00	2.75
Sledge Hammer Shot	URF	8.50	8.50	8.00
Spinning Elbow	R	3.00	3.00	2.75
Stun Gun	R	3.00	3.00	2.75
Superior Acrobatics	URF	9.00	9.00	8.50
Swanton Bomb	URF	9.00	9.00	8.50
Testify!	URF	8.75	8.50▼	8.00
The Brahma Bull	URF	12.75	12.00▼	12.00
The One Billy Gunn	URF	9.00	9.00	8.50
Three Faces of Foley	URF	8.50	8.25▼	7.75
Twist of Fate	URF	12.00	12.00	10.00
Underrated Superstar	R	3.40	3.00	2.75
Unprettier	URF	9.00	8.50	7.50
Watching My Back	R	3.00	3.00	2.75
We're Doing This For Your Own Good!	R	3.00	3.00	2.75
Where Are Your Medals?	URF	10.00	10.00	10.00

MANIA (150 cards)

Mania Set		260.00	260.00	255.00
Mania Starter Box		97.00	93.00	89.00
Mania Booster Box		90.00	85.00	68.00
Mania Starter Deck		9.75	9.00	9.00
Mania Booster Pack		3.25	3.20	3.10
Rare card		3.00	3.00	2.75
Uncommon card		1.00	1.00▲	0.80
Common card		0.25	0.25	0.10
Fixed card (X)		2.10	2.00	2.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Angle Lock	URF	12.75	9.25▼	9.00
Beer, Cards, and More Beer	UR	8.25	7.25▼	7.00
Bookend	UR	8.50	7.50▼	7.00
Born of Hellfire	R	3.50	3.25▲	2.75
Censorship Match	URF	12.00	10.00	9.75
Dudley Dog	UR	8.50	7.50▼	6.00
Final Cut	UR	8.50	7.50	6.00
First to Tap Out Match	URF	13.00	11.25▲	9.25
Gettin' Cheeky with It!	URF	10.75	9.25▼	9.00
Greetings from Dudleyville, U.S.A.	URF	10.25	9.00	7.50
Iron Will	R	3.90	3.25▼	2.75
Lita-sault	UR	9.00	9.00	9.00
Live for the Moment	URF	10.75	9.50▼	9.00
ùltimo Rechazo!	URF	12.75	9.25▼	9.00
Pac's Pack	URF	9.00	9.00	8.00
Pump Kick	R	3.90	3.25▼	2.75
R - V - D	UR	12.00	9.25▼	8.50
Raven Effect DDT	UR	8.50	7.50▼	6.00
Regal Stretch	UR	8.50	7.50	6.00
Spinnerooni	UR	8.50	8.00▲	7.50
The One and Only	URF	10.75	9.25▼	9.00
TLC Match	URF	12.75	10.00▲	9.25
Tough Enough!	URF	14.50	11.00▲	9.00
Van Daminator	UR	11.00	9.00▼	9.00
Wellllllllllll!!!	UR	9.00	8.50▲	8.00
X-treme Thong	UR	10.50	10.00▼	10.00
You Think You Know Me?	URF	10.75	9.25▼	9.00

SUMMERSLAM (150 cards)

SummerSlam Set		235.00	230.00	225.00
SummerSlam Starter Box		94.00	93.00	91.00
SummerSlam Booster Box		88.00	85.00	82.00
SummerSlam Starter Deck		11.75	10.25▲	9.75
SummerSlam Booster Pack		3.30	3.25	3.00
Fixed Foil card (XF)		2.10	2.00	2.00
Rare card		3.00	3.00	3.00
Uncommon card		1.00	1.00	0.80
Common card		0.25	0.25	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
100% Stratusfaction Guaranteed	URF	9.00	9.00	8.50
Big All Over	URF	8.50	8.25	8.00
Brothers from Another Mother	URF	8.75	8.50▼	8.00
Damn!	URF	8.50	8.25▼	8.00
Dude, Nice Hang Time!	URF	9.00	8.75▼	8.50
Edge-acution	URF	8.50	8.00	8.00
Eye of the Hurricane	URF	12.75	8.00	8.00
Giant Killer	URF	10.00	9.25▼	9.00
Hulkin' Up	URF	12.00	9.25▼	9.00
Jack-knife	URF	8.50	8.25▼	8.00
Kick of Death	URF	8.50	8.50	8.50
Listen Up, Sunshine!	URF	8.50	8.25▼	8.00
Lita's Twist of Fate	URF	12.75	12.00▼	11.25
Not According to the Fine Print!	R	4.00	4.00	3.00
Raven's Shopping Cart	URF	8.50	8.25▼	8.00
Rico Enters!	URF	12.25	10.00▲	9.00
Snow Plow	URF	8.50	8.00	8.00
Stylin', Profilin', Limousine Ridin', Lear Jet Flyin', Wheelin', Dealin' Son of a Gun!	URF	8.50	8.50	8.00
Team X-Treme	URF	12.75	12.00▼	11.50
Tell Me ... You Didn't Just Say That!	URF	9.00	8.50▼	8.50
Temper Tantrum	URF	12.75	9.50	9.00
The T & A Factor	URF	10.00	10.00	10.00
Too Sweet!	URF	18.00	8.75	8.50
Whatcha Gonna Do, Brother?	URF	8.50	8.50	8.25
Wooooooooo!!!	URF	8.50	8.25▼	8.00

VELOCITY (150 cards)

Velocity Set		305.00	245.00	240.00
Starter Box		115.00	105.00	100.00
Booster Box		105.00	85.00▲	70.00
Starter Deck		11.75	10.00▲	9.50
Booster Pack		3.65	3.30	3.15
Fixed Foil card (X)		3.35	3.00▲	2.00
Rare card		4.00	3.00	3.00
Uncommon card		1.00	1.00	1.00
Common card		0.25	0.25	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
!eM pleH	URF	12.00	12.00	9.50
3 Minute Warning	R	4.00	4.00▲	3.75
A Shattered Dreams Production	URF	10.75	10.00▼	10.00
A Victim of the Crippler	R	4.00	4.00▲	3.75
Backstage Warm-up Routine	URF	10.75	10.00▼	10.00
The Fire Still Burns	R	4.00	3.75▲	3.50
Bionic Elbow	R	4.00	4.00▲	3.00
Dudley Tough	R	4.00	3.75▼	3.00
Everything's Cool When You're...	URF	10.75	10.00▼	9.00
F-5	URF	10.75	10.00▼	10.00
Five Time! Five Time! Five Time! Five Time! Five Time!	URF	10.75	10.00▼	10.00
Flying Body Lock	R	4.00	4.00▲	3.00
Freaks Are Cool!	URF	18.25	15.50▼	11.25
Game Over? You're Damn Right I'm Over!	URF	13.25	12.25▼	12.00
Get the "F" Out!	R	4.00	4.00▲	3.75
Hurrislam	URF	13.25	12.00▼	11.75
If You've Got It, Flaunt It	URF	19.00	15.75▼	13.25
Jamal's Top Rope Splash	URF	10.75	10.00▼	10.00
Just Hold On a Second, Mister!	R	4.00	3.50▲	3.00
Justice for All	R	4.00	3.50▲	3.00
Luche Libre Extravaganza	URF	10.75	10.00▼	10.00
Managed by Eric Bischoff	R	4.00	3.75▲	3.50
Mattitude Adjustment	R	4.00	3.75▲	3.50
Mountain of a Man	URF	12.00	11.75▼	10.75
My Sacrifice	R	4.00	3.50▲	3.00
Never Gonna Stop Me	R	4.00	3.50▲	3.00
Now I'm Gonna Get Some Respect	R	4.00	3.50▲	3.00
Octopus	URF	12.00	11.00▼	10.50
Pound 4 Pound	URF	11.00	11.00	10.75
Raisin' the Roof	R	4.00	3.50▲	3.00
Raven's Playground	URF	10.75	10.00▼	9.00
Red Hook's Premiere Announcer	R	4.00	3.75▲	3.50
Regal Upper Class Punch	URF	10.75	10.00▼	9.00
Remove the People's Elbow Pad	R	4.00	4.00▲	3.75
Rolling Headlock Vise	R	4.00	3.50▲	3.00
Shattered Dreams	URF	11.00	10.25▼	10.00
Singapore Cane	R	4.00	3.50▲	3.00
Slam Bomb	R	4.00	4.00▲	3.00
That's J.R.'s Animal Hat Trick, Folks!	R	4.00	3.75▲	3.00
That's Suicide!	R	4.00	3.75▲	3.00
The Game Interferes!	URF	15.00	14.00▼	14.00
The Game's Sleeper	R	4.50	4.00▲	3.75
The King Interferes!	R	4.00	3.50▲	3.00
The People's Kip-up	URF	15.25	12.50▼	11.25
The Trailer Hitch	URF	11.00	10.00▼	10.00
The West Coast Pop	URF	13.25	12.25▼	12.00
Throwin' Big Ol' Soup Bones in the Corner	R	4.00	4.00▲	3.75
Title Belt Clubberin'	R	4.00	4.00	4.00
We're Sorry ... But This Has Gone Too Far	URF	12.75	10.75▼	9.25
When Hulkamania Runs Wild on You!	URF	16.00	15.00▼	14.00
Your Three Minutes Are Up!	R	4.00	3.50▲	3.00

INSURREXTION (150 cards)

Insurrextion Set		320.00	260.00	205.00
Starter Box		100.00	90.00▲	80.00
Booster Box		74.00	66.00▲	61.00
Starter Deck		12.75	10.50▼	9.75
Booster Pack		3.40	3.30	3.15
Fixed Foil card (XF)		2.75	2.50	2.40
Rare card		3.25	3.00	2.95
Uncommon card		1.00	0.95	0.75
Common card		0.25	0.20	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
3 Minutes and We're Out	URF	10.00	9.25▲	9.00
According to Linda and the Board of Executives	R	4.00	3.75	3.50
Backstage Politics	R	4.00	3.75	3.50
Big Freak'n Powerslam	R	4.00	4.00▲	3.75
Chavo's Inverted Powerbomb	URF	10.00	9.25▲	9.00
Collegiate Champions	URF	24.00	14.00▼	9.75
Do Something!	R	4.00	3.75	3.00
Don't Try This at Home	R	4.00	3.75	3.00
Double Face Kick	URF	10.00	9.25	9.00
Electrifying	URF	10.00	9.25▲	9.00
Extreme Warfare	R	4.00	3.75	3.00
Forceable Entry	R	4.00	3.75	3.00
Genetic Freak Push-ups	URF	17.25	14.00▼	12.25
Get Ready ... Your Candy A%$ is Next!	R	4.00	4.00▲	3.00
Gimme a Hell Yeah!	URF	14.00	12.00▲	10.75
GORE! GORE! GORE!	URF	10.00	9.25	9.00
Hangman's Neck Breaker	R	4.00	3.75	3.00
Here Comes the Pain	URF	10.00	9.25	9.00
Holla If Ya Hear Me!	URF	10.00	9.25▲	9.00
I Ain't Not No Sucka Neitha!	R	4.00	4.00	4.00
I Live for My Hulkamaniacs...	URF	17.25	12.75▼	12.00
I Love My Testicles!	R	4.00	3.75	3.00
I'm the King of the World	R	4.00	3.75	3.00
Leapfrog Stun Gun	URF	10.00	9.25▲	9.00
Makin' a Difference	R	3.75	3.50▼	3.00
Nidia Interferes	URF	14.00	11.25▼	9.00
No Gimmicks Needed	URF	10.00	9.25▲	9.00
Outside Interference	R	3.75	3.50▼	3.00
Pass the Buck	R	4.00	3.75	3.00
Proper Planning Prevents Piss-poor Performance	R	3.75	3.50▼	3.00
Raw Roulette Wheel	R	4.00	3.75	3.00
Real Predictable...	R	4.00	3.75	3.00
Screw the Rules!	R	4.00	3.75	3.00
Shining Wizard Kick	URF	10.00	9.25▲	9.00
Show Me Something!	R	4.00	3.75	3.00
Snap Slam	R	4.00	3.75	3.00
Sweet Chin Music	URF	10.00	9.25▲	9.00
Test Drive	URF	14.75	12.50▼	11.75
The Bionic Redneck	URF	23.00	14.00▼	9.75
The End Is Near	R	4.00	4.00▲	3.00
The Icon ... The Showstoppa ... The Main Event	URF	10.00	9.25	9.00
There's No Holding Me Back	URF	12.75	9.75▲	9.00
Toothless Aggression	URF	10.00	9.75▲	9.00
We Lie, We Cheat, We Steal	URF	14.00	10.75▼	9.00
West Coast Bronco Buster	URF	10.00	9.25▲	9.00
X-treme Hedonism (A image)	URF	11.00	10.00▲	9.50
X-treme Hedonism (B image)	URF	11.00	10.00▲	9.50
You Can't Manhandle the Big Show	R	4.00	3.75	3.00
You're a Human Vacuum Cleaner ... You Suck and Blow at the Same Time	R	4.00	3.75	3.00
You're Going to Space Mountain	URF	14.00	12.00	11.25

SPECIAL SETS, PREMIUM & PROMO CARDS

Chris Jericho/HHH Ltd. Ed. Collector's Tin		38.00	35.00	23.00
Stone Cold Steve Austin/The Rock Boxed Set		30.00	30.00▲	29.00

IT'S ALL ABOUT THE GAME

It's All About the Game Ltd. Ed. Trash-Can Tin		27.00	24.00▼	21.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Ambush Finale	F	4.00	4.00	3.00
And That's the Bottom Line ...	F	4.00	4.00	3.00
Backed by Mr. McMahon	Pre	3.00	3.00	3.00
Boot to the Face	F	4.00	4.00	3.00
Brothers of Destruction	F	4.60	4.00	4.00
Calling You Out	Pre	3.00	3.00	2.00
... 'Cause Stone Cold Said So!	F	5.75	4.00	3.05
Chain Lashing	Pre	3.00	3.00	2.00
Chains of Destruction	F	5.00	4.00	2.50
Chokeslam to Hell	F	4.50	4.00	2.50
Critical Injury	Pre	3.05	3.00	3.00
Debilitating Injury: Arm/Elbow	Pre	3.05	3.00	3.00
Debilitating Injury: Knee/Leg	Pre	4.10	3.00▼	3.00
Flip Over the Corner Ringpost	F	4.50	4.00	3.00
It's Time to Play the Game	F	5.25	4.10	4.05
Piledriver	Pre	3.00	3.00	2.00
Rollin' - Rollin' - Rollin'!	F	4.50	4.00	2.50
The Bigger They Are, the Harder They Fall	Pre	3.00	3.00	2.00
Throttled Within an Inch of Your Life	F	5.00	4.00	2.50
Two Man Power Trip	F	5.50	4.00	4.00
WWF Tag Team Title Belts (alt. Art)	F	7.75	4.00▼	2.50

RUTHLESS AGGRESSION

Ruthless Aggression 2-Player Ltd. Gift Set		29.00	28.00▲	27.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Bad to the Bone	F	5.00	4.00▼	3.00
Brock Lock	F	5.00	4.00▼	3.00
Do You Know Who I Am?	R	4.50	3.00▼	2.50
Edge's Spear	F	5.00	4.00	3.00
I'll Make You Tap	F	5.25	4.00▼	4.00
Look Into My Eyes ... Do You Trust Me?	R	4.50	3.00▼	2.50
Managed by Paul Heyman	R	4.10	3.00▼	3.00
Managed by Vince McMahon	R	4.10	3.00▼	3.00
Mutual Respect	F	4.60	4.00	3.50
Original [WWE logo] Icon	F	5.50	4.00▼	3.00
Rock's Spit Punch	F	4.00	4.00▼	3.00
Settle Down, Son	R	4.25	3.00▼	2.50
So Long ... Goodbye!	R	5.00	3.00▼	2.50
The Dangerous Alliance	F	5.25	4.00▼	3.00
The People's Team	F	4.00	4.00▼	3.00
Twelve Years of Terror	F	4.60	4.00▼	3.50
You Can't Stop 'em	F	4.60	4.00▼	3.50
Your Brush with Greatness is Over	F	4.60	4.00▼	3.50

ABSOLUTELY RAW & ULTIMATE SMACKDOWN

Raw/Smackdown 2-Player Ltd. Set		22.00	18.50	17.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Atomic Knee Drop	F	9.00	8.00	6.00
Banned from Ringside		3.00	3.00	2.50
Caution: Dangerous Curves Ahead		3.50	3.00	2.50
Chris Jericho, Kane, or ... D-Von Dudley?		3.75	3.00	2.00
Divas! Divas! Divas!		4.00	4.00	3.00
Elimination Chamber		3.00	3.00	2.50
Escape to the Side		3.00	3.00	2.50
Get Off My Program!		3.50	3.00	2.50
Get Out of Here!		3.00	3.00	2.00
Layin' the Smacketh Down!		3.00	3.00	2.50
Overhand Chairshot		3.00	3.00	2.50
Raw Deal!		3.50	3.00	2.50
Raw GM Eric Bischoff		4.00	4.00	3.00
Redemption		3.00	3.00	2.00
Rikishi, Chris Benoit, or ... Eddie Guerrero?		3.50	3.00	2.50
Rock, Deadman, or ... Matt Hardy?		3.50	3.00	2.50
She's Got Legs		4.00	4.00	3.00
Smackdown GM Stephanie McMahon		4.00	4.00	3.00
Stone Cold, Triple H, or ... Christian?		3.50	3.00	2.00
Suicide Lariat		3.00	3.00	2.50
There Can Only Be One Dominant Female in WWE		3.75	3.50	2.75
This Has Gone Over By ... Three Minutes		3.00	3.00	2.00
Undermine the Competition		3.00	3.00	2.50
Vince McMahon Interferes!		3.50	3.00	2.50
You're Fired!		3.25	3.00	2.00
PROMO CARDS	**RAR**	**UPR**	**MED**	**LOW**
3D (non-foil)	pr	4.05	3.10▲	3.05
Backlash (alt. art)	pr	4.05	3.10	3.05
Big Poppa Pump	pr	4.75	4.50	3.80
Big Show, Guest Ringside Announcer	tourn	43.00	35.00	33.00
Brock Lesnar (non-foil)	pr	4.05	3.10	3.05
Cause I am That Damned Good!	F	5.75	5.00▼	4.05
Cheap Pops All Around	pr	7.25	5.00	4.05
Chris Nowinski, Guest Ringside Announcer	tourn	31.00	30.00	16.50
Crippler Crossface (non-foil)	pr	3.55	3.05	3.00
Critical Injury	pr	4.05	3.10▲	3.05
Cruiserweight Title Belt	tourn	30.00	27.00▼	23.00
Do You Smell What The Rock is Cookin'?	F	6.50	5.00▼	4.05
Edge	pr	5.00	5.00▲	5.00
Edge and Christian (non-foil)	pr	4.05	3.10▲	3.05
Flying Body Press	pr	5.00	5.00▲	4.50
Fortitude Surge	pr	4.05	3.10▲	3.05
Hardcore Tournament	pr	4.65	3.90	3.25
Hitting the G-Spot	F	17.25	8.50	4.50
Hollywood Hulk Hogan (non-foil)	pr	5.75	5.00	4.50
Insurrextion	pr	5.00	5.00	4.50
Jerichoholics	F	13.00	7.75▼	4.50
Kurt Angle (non-foil)	pr	4.05	3.10▲	3.05
Mae Young	F	5.00	5.00	4.05
No More Cheap Pops	pr	6.75	4.05	3.05
Patented Austin Kick to the Gut	F	14.50	10.50	5.75
Patented Rock Footstomp	F	6.50	5.00▼	4.05
People's Elbow (non-foil)	pr	7.00	6.00	5.50
Piledriver	pr	6.25	5.00▼	4.05
Rattlesnake Rulz	F	11.25	6.75▼	5.00
Raw Tag Team Title Belts	tourn	33.00	30.00	28.00
Really Going for a Cheap Pop	pr	4.05	3.10	3.05
Rey Mysterio, Guest Ringside Announcer	tourn	32.00	30.00	28.00
Rob Van Dam (non-foil)	pr	5.00	5.00▲	4.50
Ruthless Aggression	pr	5.00	5.00▲	4.50
Shawn Michaels, Guest Ringside Announcer	tourn	34.00	31.00	30.00
Smackdown Tag Team Title Belts	tourn	33.00	30.00	29.00
Spinnerooni (non-foil)	pr	5.00	5.00▲	4.00
Stacy Keibler blank Superstar card	F	8.75	7.50	6.25
Stone Cold Steve Austin (non-foil)	pr	6.50	5.00▲	4.50
Stone Cold Stunner (non-foil)	pr	7.50	5.00	4.50
Summer of Slam	pr	5.00	5.00▲	4.50
Sweet Chin Music	pr	5.00	5.00	4.45
The Rock (non-foil)	pr	5.00	5.00	4.75
WCW Title Belt	tourn	41.00	40.00▲	30.00
...Where the Hell are We?!	pr	7.50	5.00▲	4.50
Why the Hell Are We Back?	pr	6.25	5.00▲	4.75
World Heavyweight Title Belt	tourn	37.00	34.00▼	32.00
WWE Undisputed Heavyweight Title Belt	tourn	44.00	38.00	32.00
WWF European Title Belt	tourn	26.00	20.00▼	14.50
WWF Hardcore Title Belt	tourn	40.00	37.00▲	30.00
WWF Heavyweight Title Belt	tourn	33.00	30.00▼	24.00
WWF Intercontinental Title Belt	tourn	20.00	15.00▼	12.50
WWF Lt. Heavyweight Title Belt	tourn	36.00	23.00▼	15.75
WWF Tag Team Title Belt	tourn	36.00	25.00	12.50
WWF Women's Title Belt	tourn	55.00	40.00▲	38.00

THE SIMPSONS (156 cards+43 variants)

The Simpsons Set		325.00	180.00▼	100.00
Starter Box		110.00	100.00	95.00
Booster Box		135.00	105.00▲	93.00
Starter Deck		13.00	11.50▲	10.00
Booster Pack		4.15	3.60▲	3.30
Foil card		5.50	5.00	5.00
Rare card		3.55	3.00	3.00
Common card		0.30	0.25	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Bart	F	9.50	7.00▲	7.00
Bartman	F	6.00	6.00	6.00
Bartman	R	4.00	4.00	3.55
Bleeding Gums Murphy	F	7.25	6.00	6.00
Butting In	F	9.50	6.00	5.50
Christmas	F	6.00	5.50	5.00
Comic Book Guy	F	7.00	6.00	5.50
Comic Book Guy	R	4.00	4.00▲	3.55
Dancin' Homer	F	6.50	6.00	6.00
Dancin' Homer	R	4.00	4.00	3.55
Dr. Nick Riviera	F	6.00	6.00▲	5.50
Duffman	R	4.00	3.55▲	3.00
Dumb Luck	F	6.00	5.50	5.00
Fat Tony D'Amico	F	6.00	5.50	5.00
Fat Tony D'Amico	R	4.00	3.55▲	3.00
Game Over	F	6.00	6.00▲	5.00
Groundskeeper Willie	F	6.00	5.50	5.00
Groundskeeper Willie	R	4.00	3.55▲	3.00
Hank Scorpio	F	6.00	6.00▲	5.00
He Ain't Heavy	R	4.00	3.55▲	3.00
Homer	F	6.50	6.00	6.00
Itchy & Scratchy	F	7.00	6.50▲	6.00
Itchy & Scratchy	R	4.00	4.00	3.55
Kearney	F	6.00	5.50	5.00
Krusty	F	6.00	6.00	6.00
Lisa	F	7.00	6.50▲	6.00
Lurleen Lumpkin	F	6.00	6.00▲	5.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Mayor Quimby	F	6.00	5.50	5.00
Mr. Burns	F	7.00	6.00	6.00
Mr. Teeny	F	6.00	6.00▲	5.00
Poison Pill	F	6.50	6.00▲	5.00
Poochie	F	6.00	6.00	5.00
Poochie	R	3.55	3.50▲	3.00
Professor John Frink	F	9.50	6.00	5.50
Rainier Wolfcastle	F	6.00	6.00▲	5.50
Science Fair	F	6.00	6.00▲	5.00
Sideshow Bob Terwilliger	F	6.00	6.00▲	5.50
Trading Up	F	6.00	5.50	5.00

STAR TREK CUSTOMIZABLE CARD GAME

PREMIERE (415 cards)

Premiere Set		325.00	260.00▼	190.00
Starter Box		92.00	90.00	75.00
Booster Box		63.00	57.00	54.00
Starter Deck		10.25	9.50	9.00
Booster Pack		2.95	2.65	2.55
Rare card		3.15	3.05▼	3.05
Uncommon card		1.00	1.00	0.95
Common card		0.25	0.20	0.15
Fixed card		0.90	0.75	0.60
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alien Gambling Device	R	3.90	3.75	3.40
Altovar, Vindictive Criminal	R	3.90	3.75	3.40
Amanda Rogers	R	3.65	3.50▼	3.30
Assassination Attempt	R	3.65	3.50▼	3.30
Bareil Antos, Esteemed Vedek	R	3.90	3.75	3.40
Benjamin Sisko, The Emissary of the Prophets	R	6.00	5.75▼	4.40
Berserk Changeling	R	3.90	3.75	3.40
B'Etor, Sister of Duras	R	4.65	4.25	3.65
Beverly Crusher, Chief Medical Officer	R	4.65	4.25	3.75
Bo'rak, Klingon Intelligence Agent	R	3.65	3.25	3.15
Corbin Entek, Undercover Operations Supervisor	R	3.65	3.25	3.15
Data, Aspirer	R	4.90	4.75▼	3.90
Dathon, Speaker of Tama	R	3.40	3.25	3.15
Deanna Troi, Guide and Conscience	R	4.90	4.75	3.90
Donatra, Compassionate Patriot	R	3.65	3.25	3.15
Dukat, Military Advisor	R	3.65	3.25	3.15
Elim Garak, Agent of the Obsidian Order	R	3.75	3.50	3.30
Empathic Touch	R	3.40	3.25	3.15
Enabran Tain, Head of the Obsidian Order	R	3.65	3.25	3.15
Engage Cloak	R	3.65	3.25	3.15
Evek, Attaché to the Demilitarized Zone	R	3.50	3.25	3.15
Explosive Decompression	R	3.50	3.25	3.15
For All Our Sons	R	3.40	3.25	3.15
Geordi La Forge, Chief Engineer	R	4.50	4.50	3.80
Gravimetric Distortion	R	3.40	3.25	3.15
Haakona	R	3.65	3.25	3.15
Jadzia Dax, Science Officer	R	5.75	5.00	4.70
Jean-Luc Picard, Argo Pilot	R	10.00	7.00	7.00
Jo'Bril, Patient Schemer	R	4.20	4.00	4.00
Joret Dal, Patriotic Visionary	R	4.20	4.00	4.00
Julian Bashir, "Frontier" Physician	R	6.25	5.50	4.75
Kamala, The Perfect Mate	R	3.65	3.25	3.15
Kang, Honored Warrior	R	3.65	3.25	3.15
Kathryn Janeway, Wry Admiral	R	7.75	6.50	6.25
Kelvan Show of Force	R	3.65	3.25	3.15
Kevin Uxbridge	R	3.40	3.25	3.15
Kira Nerys, Colonel Kira	R	4.00	4.00	3.55
Koloth, D'akturak	R	3.65	3.25	3.15
Kor, Dahar Master	R	3.65	3.25	3.15
Lursa, Sister of Duras	R	4.00	3.50	3.30
Miles O'Brien, Chief of Operations	R	5.50	4.00	4.00
No Peace in Our Time	R	3.65	3.25	3.15
N'Vek, Soldier of the Underground	R	3.65	3.25	3.15
Ocett, Dogged Rival	R	3.65	3.25	3.15
Odo, Constable	R	6.25	5.50	5.25
Opaka, Kai of Bajor	R	3.50	3.25	3.15
Pursuit Just Behind	R	3.65	3.25	3.15
Reklar	R	3.65	3.25	3.15
Resistance Tactics	R	3.40	3.25	3.15
Retaya, Urbane Poisoner	R	3.40	3.25	3.15
Rom, Diagnostic and Repair Technician	R	3.75	3.50	3.30
Scimitar, Predator	R	3.65	3.25	3.15
Sela, Mysterious Operative	R	3.65	3.25	3.15
Serova, Warp Field Theorist	R	4.25	3.75▲	3.40
Serrola	R	3.40	3.25	3.15
Shakaar Edon, Resistance Leader	R	3.40	3.25	3.15
Shinzon, Capable Commander	R	3.90	3.50	3.40
Suran, Ambitious Commander	R	3.40	3.25	3.15
Sympathetic Magic	R	3.40	3.25	3.15
Tal'Aura, Impatient Senator	R	3.40	3.25	3.15
Tapestry	R	3.40	3.25	3.15
Tasha Yar, Chief of Security	R	7.50	6.00	5.00
The Orion Underworld	R	3.65	3.25	3.15
The Viceroy, Shinzon's Protector	R	3.65	3.25	3.15
Tomalak, Beguiling Adversary	R	3.50	3.50	3.30
Tosk, The Hunted	R	3.90	3.40	3.20
Trazko, Hired Muscle	R	3.40	3.25	3.15
Twist of Fate	R	3.40	3.25	3.15
U.S.S. Defiant, Prototype Warship	R	8.00	7.25▲	6.00
U.S.S. Enterprise-E, Federation Envoy	R	9.25	8.00	7.00
Wesley Crusher, Prodigy	R	3.90	3.75	3.40

ENERGIZE (180 cards)

Energize Set		195.00	135.00	120.00
Booster Box		61.00	53.00	50.00
Booster Pack		3.15	3.00▼	2.85
Rare card		2.85	2.70▼	2.60
Uncommon card		0.95	0.90▼	0.85
Common card		0.25	0.25	0.15
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Assassination Plot	R	3.15	3.00	2.85
Borum, Selfless Hero	R	3.00	3.00	2.85
Casualties of War	R	4.00	3.00	3.00
Chakotay, Freedom Fighter	R	3.40	3.00▼	2.85
Common Ground	R	3.00	3.00	2.85
Complications	R	3.00	3.00	2.85
Conscription	R	3.00	3.00	2.85
Deep Roots	R	3.00	3.00	2.85
Drex, Arrogant Warrior	R	3.00	3.00	2.85
Enabran Tain, Retired Mastermind	R	3.00	3.00	2.85
Evek, Harsh Interrogator	R	3.00	3.00	2.85
Ezri Dax, Station Counselor	R	3.15	3.00▼	2.85
Face to Face	R	3.25	3.00	2.95
Fortune	R	3.00	3.00	2.85
Head to Head	R	3.00	3.00	2.85
If Wishes Were Horses	R	3.00	3.00	2.85
I.K.S. Qam-Chee	R	3.00	3.00	2.85
Jake Sisko, Temporal Anchor	R	3.90	3.75▼	3.25
Jaro Essa, Leader of the Circle	R	3.15	3.00	2.85
Kargan, Rash Captain	R	3.00	3.00	2.85
Keiko O'Brien, School Teacher	R	3.15	3.00	2.85
Khazara	R	3.00	3.00	2.85
Kira Nerys, Impassioned Major	R	4.65	4.50▼	3.60
Kitara	R	3.00	3.00	2.85
K'mpec, Klingon Supreme Commander	R	4.00	3.50	3.10
Konmel, Renegade Warrior	R	3.00	3.00	2.85
Korris, Renegade Captain	R	3.00	3.00	2.85
Kurn, Bajoran Security Officer	R	3.75	3.00	2.95
Leeta, Dabo Girl	R	4.00	4.00	3.35
Machinations	R	3.00	3.00	2.85
Miles O'Brien, Transporter Chief	R	4.65	4.50	3.60
Relentless	R	3.00	3.00	2.85
Shadow Operation	R	3.00	3.00	2.85
Sirol, Diplomatic Adversary	R	3.00	3.00	2.85
Straying from the Path	R	3.00	3.00	2.85
The Text of the Kosst Amojan	R	3.00	3.00	2.85
Thomas Riker, Defiant Leader	R	4.25	4.00▼	3.70
Toreth, Cautious Commander	R	3.25	3.00	2.95
Training Accident	R	3.25	3.00	2.95
Under Scrutiny	R	3.25	3.00	2.85
Winn Adami, Devious Manipulator	R	3.00	3.00	2.85

CALL TO ARMS (208 cards)

Call to Arms Set		210.00	185.00▼	165.00
Starter Box		83.00	82.00▼	81.00
Booster Box		70.00	65.00▼	59.00
Starter Deck		10.50	10.00	9.75
Booster Pack		3.10	2.95	2.75
Rare card		3.00	3.00	2.80
Uncommon card		1.00	1.00	0.95
Common card		0.25	0.20	0.15
Fixed card (X)		1.90	1.75▼	1.75
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Borg Queen, Guardian of the Hive	R	4.70	4.40▼	3.50
Kira Founder, Examiner	R	3.60	3.50	3.25
Kira Nerys, Reformed Collaborator	R	4.40	4.00	3.30
Locutus' Borg Cube	R	5.25	5.00	3.80
Locutus, Voice of the Borg	R	7.75	6.75▼	5.25
Odo, Wayward Link	R	4.30	4.15▲	3.65
Quark, Resistance Informant	R	4.50	4.00	3.30
Reginald Barclay, Reclusive Engineer	R	4.00	4.00	3.30
Seven of Nine, Part of the Greater Whole	R	6.75	6.50	4.55
Seven of Nine, Representative of the Hive	X	2.25	2.00	1.85
The Enterprise Incident	R	4.00	3.50	3.05
U.S.S. Defiant, Stolen Warship	R	6.75	5.75	4.20
Weyoun, Loyal Subject of the Dominion	R	3.90	3.75▼	3.15

SPECIAL SETS & PROMOS

FOIL REDEMPTION CARDS	**UPR**	**MED**	**LOW**
Elim Garak, Agent of the Obsidian Order	12.00	9.75▼	7.25
I.K.S. Rotarran, Ship of Tears	10.00	5.00	5.00
Jean-Luc Picard, Argo Pilot	12.00	11.00	8.50
Martok, Soldier of the Empire	7.50	5.50▼	4.60
Odo, Constable	7.50	6.00	5.25
Scimitar, Predator	10.75	6.00	5.00
Shinzon, Capable Commander	8.75	7.75▼	7.25
U.S.S. Defiant, Prototype Warship	12.00	8.00	6.75
U.S.S. Enterprise-E, Federation Envoy	10.00	8.25	8.00
PROMO CARDS	**UPR**	**MED**	**LOW**
Elim Garak, Plain, Simple Tailor (alt. image)	5.75	3.00	2.00
Ro Laren, Maquis Sympathizer (alt. image)	6.75	6.00▼	6.00

STAR WARS TRADING CARD GAME

ATTACK OF THE CLONES (180 cards)

Attack of the Clones Set		210.00	185.00▼	155.00
Starter Box		76.00	72.00▼	61.00
Booster Box		83.00	75.00▼	71.00
Starter Deck		10.00	10.00▲	9.50
Booster Pack		3.05	2.85▲	2.50
Rare card		3.35	3.00	2.50
Uncommon card		0.95	0.70▼	0.45
Common card		0.25	0.25	0.25
Foil Rare card		6.00	5.50▲	4.20
Foil Uncommon card		2.25	1.75▲	1.25
Foil Common card		0.65	0.50▲	0.45
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Anakin Skywalker (A)	R	10.50	7.75▲	7.25
Darth Sidious (A)	R	12.25	8.50▲	7.50
Destruction of Hope	R	9.75	7.50▲	6.00
Jango Fett (A)	R	13.50	8.00▲	6.75
Obi-Wan's Starfighter (A)	R	8.25	7.50▲	6.75
Power Dive	R	9.00	7.50▲	6.00
Slave I (A)	R	11.25	8.00▲	4.60
Tyranus's Edict	R	9.25	7.50	5.25
Tyranus's Solar Sailer (A)	R	8.25	7.50▲	6.75
TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Anakin Skywalker (A)	R	7.00	4.00▲	3.50
Anakin Skywalker (B)	R	6.00	4.25▲	3.15
Bail Organa (A)	R	3.75	3.25▼	2.50
Boba Fett (A)	R	5.00	4.00▼	3.50
Captain Typho (A)	R	3.75	3.25▼	2.50
Chancellor Palpatine (A)	R	4.00	3.75▼	3.00
Clone Officer	R	4.10	3.50▲	2.50
Dark Rendezvous	R	4.10	3.50▲	2.50
Darth Sidious (A)	R	8.75	5.50▲	3.00
Darth Tyranus (A)	R	6.50	4.00▲	3.00
Dexter Jettster (A)	R	5.00	3.75▲	2.50
Jango Fett (A)	R	7.00	4.00▲	3.00
Jango Fett (B)	R	7.00	4.00▲	3.00
Jedi Knight's Deflection	R	4.60	3.75▲	2.50
Lama Su (A)	R	5.00	3.75▲	2.50
Obi-Wan Kenobi (A)	R	7.00	5.25▲	3.40
Obi-Wan's Starfighter (A)	R	4.40	3.25▼	2.65
Padmé Amidala (A)	R	3.75	3.25▼	2.75
Plo Koon (A)	R	4.60	3.75▲	2.75
Plot the Secession	R	4.60	3.75▲	2.50
Power Dive	R	5.00	3.75▲	2.50
R2-D2 (A)	R	4.10	3.50▲	2.75
Seek the Council's Wisdom	R	5.00	3.75▲	2.50
Slave I (A)	R	10.25	7.00▲	3.75
Taun We (A)	R	4.85	3.75▲	2.50
Tyranus's Solar Sailer (A)	R	4.60	3.75▲	2.50
Tyranus's Wrath	R	4.10	3.75▲	2.90
Windu's Solution	R	4.60	3.25▲	1.75
Yoda (A)	R	5.75	3.75▲	3.00
Yoda's Intervention	R	4.60	3.75▲	2.50
Zam Wesell (A)	R	4.60	3.75▲	3.00

SITH RISING (90 cards)

Sith Rising Set		185.00	150.00▼	135.00
Sith Rising Starter Box		96.00	83.00▼	72.00
Sith Rising Booster Box		75.00	70.00▼	68.00
Sith Rising Starter Deck		9.50	9.25▲	8.50
Sith Rising Booster Pack		3.00	3.00▲	2.70
Rare card		3.00	2.70▲	2.05
Uncommon card		0.50	0.50	0.50
Common card		0.25	0.25	0.25
Foil Rare card		6.00	5.25▲	4.25
Foil Uncommon card		1.70	1.35▲	1.05
Foil Common card		0.85	0.75▲	0.60
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Jango Fett	R	8.25	6.75▲	5.00
Mace Windu	R	8.25	6.75▲	5.00
Sith Infiltrator	R	8.25	6.75▲	5.00
Slave I	R	8.25	6.75▲	5.00
Tusken Camp	R	8.25	6.75▲	5.00
Yoda	R	8.50	7.00	5.25
TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Anakin Skywalker	R	4.50	4.00▲	3.50
Aurra Sing	R	4.25	3.50▲	2.85
Darth Maul	R	6.00	4.00▲	3.50
Darth Maul	R	4.50	4.00▲	3.50
Darth Sidious	R	4.75	3.50▲	2.85
Darth Tyranus	R	4.75	3.50▲	2.85
Jango Fett	R	5.50	4.00▲	3.50
Mace Windu	R	4.25	3.00	2.85
Mace Windu	R	3.50	3.00	2.85
Trade Federation Control Core	R	4.25	3.20▲	2.05
Yoda	R	4.65	3.25▲	2.85

A NEW HOPE (180 cards)

A New Hope Set		330.00	290.00▲	250.00
A New Hope Foil Set		555.00	450.00▲	390.00
Starter Box		105.00	90.00	79.00
Booster Box		96.00	85.00	83.00
Starter Deck		11.25	10.00	10.00
Booster Pack		3.50	3.00	3.00
Rare card		3.00	3.00▲	2.75
Uncommon card		1.00	1.00	0.75
Common card		0.25	0.25	0.20
Foil Rare card		5.75	5.50▼	5.25
Foil Uncommon card		2.00	2.00	2.00
Foil Common card		1.00	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Contingency Plan	R	9.00	8.00▲	7.00
Darth Vader (A)	R	11.50	11.00▼	10.50
Figrin D'an (A)	R	9.00	8.00▲	7.00
Krayt Dragon	R	16.50	13.00▲	9.50
Luke Skywalker (A)	R	8.00	8.00▼	8.00
Obi-Wan Kenobi (E)	R	9.50	9.00▼	8.50
Princess Leia (A)	R	9.50	9.00▼	8.50
Rebel Lieutenant	R	9.00	8.00▲	7.00
Vader's TIE Fighter (A)	R	9.00	8.00▲	7.00
TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Darth Vader (A)	R	7.25	6.50▲	5.50
Luke Skywalker (A)	R	6.00	4.75▲	4.15
Luke Skywalker (B)	R	5.25	5.00▲	4.25
Luke's X-Wing (A)	R	4.50	4.00▲	3.50
Obi-Wan Kenobi (E)	R	6.75	6.00▲	5.50
Princess Leia (A)	R	6.50	5.00▲	4.00
Tantive IV (A)	R	5.25	3.50▲	3.25
Vader's TIE Fighter (A)	R	5.75	3.50▲	3.25

BATTLE OF YAVIN (105 cards)

Battle of Yavin Set		245.00	240.00▲	235.00
Battle of Yavin Foil Set		360.00	355.00▼	355.00
Booster Box		75.00	75.00▲	74.00
Booster Pack		2.75	2.50	2.45
Rare card		3.00	2.70▼	2.30
Uncommon card		0.85	0.65▼	0.50
Common card		0.25	0.25	0.20
Rare Foil card		5.25	4.50▼	4.00
Uncommon Foil card		2.15	1.80▲	1.45
Common Foil card		1.00	0.75▲	0.50
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Chewbacca (A)	R	10.25	9.00▲	7.50
Chewbacca (B)	R	7.50	7.25▲	6.75
Darth Vader (D)	R	9.75	9.25	9.00
Han Solo (A)	R	8.25	8.00	8.00
Han Solo (B)	R	8.00	7.50▼	7.25
Luke Skywalker (E)	R	8.50	8.00▲	7.50
Millennium Falcon (A)	R	8.50	8.00▲	7.50
Obi-Wan Kenobi (H)	R	8.75	8.25▼	8.00
TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Artoo's Repairs	R	3.50	3.00	2.85
Blow This Thing	R	4.00	3.00	2.85
C-3PO (D)	U	1.00	0.90▼	0.75
Celebrate the Victory	R	3.25	3.00	2.85
Chariot Light Assault Vehicle	R	3.00	3.00	2.85
Chewbacca (A)	R	6.50	5.50▲	4.15
Chewbacca (B)	R	4.45	4.15▲	3.75
Chewbacca (C)	U	1.15	0.90▼	0.75
Darth Vader (D)	R	6.50	6.00▲	5.50
Darth Vader (E)	U	1.15	1.00	0.95
Death Star (A)	R	6.00	4.40▲	3.75
Death Star (B)	U	1.25	1.00	0.95
Death Star (C)	R	4.40	3.25▲	2.85
Grand Moff Tarkin (A)	R	4.00	3.00	2.85
Grand Moff Tarkin (B)	U	1.00	1.00	0.95
Grand Moff Tarkin (C)	U	1.00	0.90▼	0.80
Han Solo (A)	R	6.00	5.50▲	4.90
Han Solo (B)	R	4.85	4.80	4.50
Han Solo (C)	U	1.15	0.90▼	0.80
Jek Porkins (A)	R	3.50	3.00	2.85
Luke Skywalker (E)	R	4.95	4.15▲	4.00
Luke Skywalker (F)	U	1.15	0.90▼	0.80
Luke's Skyhopper (A)	R	3.65	3.25▼	2.85
Luke's Speeder (B)	U	1.00	0.90▼	0.75
Luke's X-wing (B)	R	4.45	4.15▲	3.90
Millennium Falcon (A)	R	6.00	5.00▲	4.15
Millennium Falcon (B)	R	4.25	4.00	3.75
Millennium Falcon (C)	R	4.00	4.00	3.75
Obi-Wan Kenobi (H)	R	6.00	5.50▲	4.95
Obi-Wan's Guidance	R	3.50	3.00	2.85
Princess Leia (D)	R	4.40	3.25▲	2.85
Princess Leia (E)	U	1.15	0.90▼	0.75
R2-D2 (D)	U	1.15	0.90▼	0.80
Second Wave	R	3.25	3.00	2.85
Vader's Fury	R	3.25	3.00	2.85
Your Powers Are Weak	R	3.50	3.00	2.85

JEDI GUARDIANS (105 cards)

Jedi Guardians Set		275.00	255.00▲	240.00
Jedi Guardians Foil Set		495.00	435.00▲	390.00
Booster Box		110.00	85.00▼	79.00
Booster Pack		3.30	3.30	3.00
Rare card		3.90	3.25▲	3.00
Uncommon card		1.00	0.85▼	0.55
Common card		0.45	0.25	0.25
Foil Rare card		7.00	6.00▼	5.00
Foil Uncommon card		3.00	2.00▼	2.00
Foil Common card		1.00	1.00	1.00
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Anakin Skywalker (H)	R	9.00	8.00	7.25
Boba Fett (B)	R	10.00	8.00▼	7.00
Darth Maul (E)	R	10.50	8.75▼	7.25
Darth Sidious (C)	R	8.00	8.00▲	7.25
Darth Tyranus (F)	R	9.00	8.00	7.00
Jango Fett (E)	R	10.00	8.00▼	7.00
Mace Windu (D)	R	10.00	8.00▲	7.00
Obi-Wan Kenobi (I)	R	10.50	8.50▼	7.25
Slave I (C)	R	9.00	8.00▼	8.00
Yoda (D)	R	14.25	10.75▲	7.50
TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
Anakin Skywalker (H)	R	6.50	4.75▲	4.50
Aurra Sing (B)	R	4.80	4.15▼	3.65
Boba Fett (B)	R	5.75	4.25▲	3.15
Dark Dreams	R	4.65	3.50	2.90
Darth Maul (E)	R	6.50	5.00	4.25
Darth Sidious (C)	R	4.75	4.00	4.00
Darth Tyranus (F)	R	6.50	4.50	4.15
Gather the Council	R	4.65	3.50	2.90
Homing Missile	R	4.65	3.50	3.15
Jango Fett (E)	R	5.75	5.00	4.25
Jedi Council Quorum	R	5.00	4.55▲	4.25
Ki-Adi-Mundi (A)	R	4.00	3.75▼	3.15
Mace Windu (D)	R	6.50	4.50▲	4.00
Obi-Wan Kenobi (I)	R	5.00	5.00▲	4.50
Obi-Wan's Starfighter (B)	R	6.25	3.65▼	3.15
Padme Amidala (F)	R	4.00	4.00	3.65
R2-D2 (E)	R	4.75	3.75▼	3.15
Saesee Tiin (A)	R	4.65	3.50	2.90
Shaak Ti (B)	R	4.75	3.50▲	2.80
Shmi Skywalker (A)	R	4.55	4.00▼	4.00
Slave I (C)	R	5.25	5.00	4.25
Yoda (D)	R	7.75	6.00▲	4.25
Zam Wesell (D)	R	4.65	3.50	3.15

EMPIRE STRIKES BACK (210 cards)

Empire Strikes Back Set		355.00	315.00	270.00
Starter Box		84.00	73.00	61.00
Booster Box		88.00	84.00	79.00
Starter Deck		10.00	10.00	10.00
Booster Pack		3.15	3.00	3.00
TOP CARDS	**RAR**	**UPR**	**MED**	**LOW**
2-1B Medical Droid (A)	R	3.50	3.00	3.00
725 to 1	C	0.25	0.25	0.20
3,720 to 1	U	1.00	1.00	0.90
Admiral Firmus Piett (A)	U	1.00	1.00	0.90
Admiral Firmus Piett (B)	R	3.50	3.00	3.00
Admiral Kendal Ozzel (A)	U	1.00	1.00	0.90
All Terrain Armored Transport	C	0.25	0.25	0.20
All Terrain Scout Transport	C	0.25	0.25	0.20
All Terrain Troop Transport	U	1.00	1.00	0.90
Alter the Deal	C	0.25	0.25	0.20
Anti-Infamy Laser Battery	U	1.00	1.00	0.90
Antivehicle Laser Cannon	C	0.25	0.25	0.20
Armor Plating	C	0.25	0.25	0.20
Asteroid Field	U	1.00	1.00	0.90
AT-AT Assault Group	R	5.75	4.00	3.00
AT-AT Driver	U	1.00	1.00	0.90
Avenger (A)	R	5.00	3.50	3.00
Battle the Wampa	U	1.00	1.00	0.90
Belly of the Beast	C	0.25	0.25	0.20
Bespin System	C	0.25	0.25	0.20
Bespin Twin-Pod Cloud Car	U	1.00	1.00	0.90
Blizzard	C	0.25	0.25	0.20
Blizzard Force AT-AT	C	0.25	0.25	0.20
Blizzard Force AT-ST	U	1.00	1.00	0.90
Blizzard Force Stormtrooper	R	3.15	3.00	3.00
Blizzard One (A)	R	6.25	4.75	3.40
Blockade	U	1.00	1.00	0.90
Bogwing	C	0.25	0.25	0.20
Bright Hope (A)	U	1.00	1.00	0.90
C-3PO (E)	R	3.75	3.25	3.00
C-3PO (F)	U	1.00	1.00	0.90
Captain Lorth Needa (A)	R	3.25	3.00	3.00
Carbon Freeze	U	1.00	1.00	0.90
Carbon Freezing Chamber	R	3.25	3.00	3.00
Change in Destiny	U	1.00	1.00	0.90
Chewbacca (E)	U	1.00	1.00	0.90
Chewbacca (F)	R	5.75	5.00	4.90
Chewbacca (G)	R	5.25	4.75	4.40
Close the Shield Doors	C	0.25	0.25	0.20
Cloud City Battle Ground	C	0.25	0.25	0.20
Cloud City Dining Hall	C	0.25	0.25	0.20
Cloud City Landing Platform	C	0.25	0.25	0.20
Cloud City Penthouse	U	1.00	1.00	0.90
Cloud City Prison	U	1.00	1.00	0.90
Dack Ralter (A)	R	3.25	3.00	3.00
Dagobah System	C	0.25	0.25	0.20
Dangerous Gamble	R	3.25	3.00	3.00
Dark Cave	R	4.00	3.00	3.00
Darth Vader (G)	R	7.00	5.75	4.25
Darth Vader (H)	R	8.25	6.50	6.00
Darth Vader (I)	R	6.00	5.75	5.50
Darth Vader (J)	C	0.25	0.25	0.20
Darth Vader (K)	U	1.00	1.00	0.90
Death Mark	U	1.00	1.00	0.90
Decoy Tactics	R	3.50	3.00	3.00
Derek Hobbie Klivian (A)	U	1.00	1.00	0.90
Deserate Times	R	3.25	3.00	3.00
Don't Get All Mushy	U	1.00	1.00	0.90
Dragonsnake	U	1.00	1.00	0.90
Dreadnaught Heavy Cruiser	C	0.25	0.25	0.20
Echo Base	R	4.50	3.50	3.00
Emergency Repairs	U	1.00	1.00	0.90
Emperor's Bidding	R	4.25	3.00	3.00
Emperor's Prize	R	3.25	3.00	3.00
Executor (A)	R	7.25	5.50	4.00
Executor Bridge	U	1.00	1.00	0.90
Executor Hangar	U	1.00	1.00	0.90
Explore the Swamps	C	0.25	0.25	0.20
Failed for the Last Time	R	4.00	3.00	3.00
Float Away	C	0.25	0.25	0.20
Force Throw	C	0.25	0.25	0.20
Future Sight	R	4.00	3.00	3.00
FX-7 Medical Droid (A)	R	3.25	3.00	3.00
Gallofree Medium Transport	C	0.25	0.25	0.20

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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General Carlist Rieekan (A)	R	4.00	3.50	3.00
General Maximilian Veers (A)	U	1.00	1.00	0.90
General Maximilian Veers (B)	R	4.00	3.50	3.00
Go for the Legs	R	4.50	3.00	3.00
Ground Assault	C	0.25	0.25	0.20
Han Enchained	U	1.00	1.00	0.90
Han Solo (E)	C	0.25	0.25	0.20
Han Solo (F)	U	1.00	1.00	0.90
Han Solo (G)	R	6.50	5.50	4.75
Hanging Around	C	0.25	0.25	0.20
Han's Attack	U	1.00	1.00	0.90
Han's Promise	C	0.25	0.25	0.20
Hope of Another	C	0.25	0.25	0.20
Hoth Battle Plains	C	0.25	0.25	0.20
Hoth Icefields	U	1.00	1.00	0.90
Hoth System	C	0.25	0.25	0.20
Imperial Fleet	U	1.00	1.00	0.90
Imperial II Star Destroyer	C	0.25	0.25	0.20
Imperial II-Class Star Destroyer	C	0.25	0.25	0.20
Imperial Misdirection	U	1.00	1.00	0.90
Jedi Master's Meditation	C	0.25	0.25	0.20
Jedi Test	R	3.25	3.00	3.00
Jedi Trap	C	0.25	0.25	0.20
Jedi's Failure	R	3.25	3.00	3.00
Jungles of Dagobah	U	1.00	1.00	0.90
K-3PO (A)	R	3.25	3.00	3.00
Kiss From Your Sister	R	3.25	3.00	3.00
Kuat Lancer-Class Frigate	C	0.25	0.25	0.20
Kuat Nebulon-B Frigate	C	0.25	0.25	0.20
Lambda-Class Shuttle	U	1.00	1.00	0.90
Lando Calrissian (A)	R	6.25	5.00	4.00
Lando Calrissian (B)	C	0.25	0.25	0.20
Lando Calrissian (C)	U	1.00	1.00	0.90
Lando Calrissian (D)	R	5.75	4.50	4.00
Lando's Repairs	C	0.25	0.25	0.20
Leap into the Chasm	C	0.25	0.25	0.20
Leia's Warning	U	1.00	1.00	0.90
Lieutenant Wes Janson (A)	R	3.25	3.00	3.00
Lobot (A)	R	3.90	3.25	3.00
Luke Skywalker (H)	C	0.25	0.25	0.20
Luke Skywalker (I)	U	1.00	1.00	0.90
Luke Skywalker (J)	R	6.75	5.25	4.95
Luke Skywalker (K)	R	7.25	6.25	5.25
Luke's Snowspeeder (A)	R	4.15	3.50	3.00
Luke's Wrath	R	3.25	3.00	3.00
Luke's X-wing (c)	R	4.50	4.00	4.00
Major Bren Derlin (A)	R	3.50	3.00	3.00
Mara Jade (A)	R	6.75	4.75	4.15
Medical Center	U	1.00	1.00	0.90
Meditation Chamber	C	0.25	0.25	0.20
Millenium Falcon (D)	U	1.00	1.00	0.90
Millennium Falcon (E)	R	7.25	6.00	4.75
Millennium Falcon (F)	R	5.25	5.00	4.75
Millennium Falcon (G)	R	5.00	4.50	3.75
Mynock	U	1.00	1.00	0.90
Navy Trooper	C	0.25	0.25	0.20
Obi-Wan's Spirit (A)	R	4.25	3.50	3.00
Occupation	R	3.25	3.00	3.00
Outmaneuver Them	U	1.00	1.00	0.90
Painful Reckoning	U	1.00	1.00	0.90
Parting of Heroes	R	3.25	3.00	3.00
Planetary Ion Cannon	R	4.25	3.00	3.00
Precise Attack	C	0.25	0.25	0.20
Princess Leia (F)	C	0.25	0.25	0.20
Princess Leia (G)	R	5.25	4.50	3.75
Princess Leia (H)	U	1.00	1.00	0.90
Probe Droid	U	1.00	1.00	0.90
Probe the Galaxy	C	0.25	0.25	0.20
Probot	U	1.00	1.00	0.90
Quest for Truth	R	3.25	3.00	3.00
Quicker Easier More Seductive	U	1.00	1.00	0.90
R2-D2 (F)	U	1.00	1.00	0.90
R2-D2 (G)	R	4.45	4.15	3.75
R2-D2's Heroism	R	3.50	3.00	3.00
Rally the Defenders	R	3.50	3.00	3.00
Rebel Assault Frigate	C	0.25	0.25	0.20
Rebel Command Center	C	0.25	0.25	0.20
Rebel Escape Squad	C	0.25	0.25	0.20
Rebel Fleet	U	1.00	1.00	0.90
Rebel Hanger	C	0.25	0.25	0.20
Rebel Hoth Army	U	1.00	1.00	0.90
Rebel Trench Defenders	C	0.25	0.25	0.20
Rebel Trenches	U	1.00	1.00	0.90
Rebel Troop Cart	U	1.00	1.00	0.90
Redemption (A)	U	1.00	1.00	0.90
Sacrifice	R	3.25	3.00	3.00
Search for the Rebels	R	3.25	3.00	3.00
See You In Hell	U	1.00	1.00	0.90
Self Destruct	U	1.00	1.00	0.90
Shield Generator	U	1.00	1.00	0.90
Snowspeeder Rogue Ten	U	1.00	1.00	0.90
Snowspeeder Rogue Two	C	0.25	0.25	0.20
Snowspeeder Squad	U	1.00	1.00	0.90
Snowstorm	C	0.25	0.25	0.20
Snowtrooper Elite Squad	U	1.00	1.00	0.90
Snowtrooper Guard	C	0.25	0.25	0.20
Snowtrooper Heavy Weapons Team	C	0.25	0.25	0.20
Snowtrooper Squad	C	0.25	0.25	0.20
Space Slug	C	0.25	0.25	0.20
Stormtrooper Sentry	U	1.00	1.00	0.90
Stormtrooper Swarm	R	3.25	3.00	3.00
Strange Lodgings	C	0.25	0.25	0.20
Streets of Cloud City	R	3.75	3.00	3.00
Surprise Reinforcements	U	1.00	1.00	0.90
Swamps of Dagobah	C	0.25	0.25	0.20
Tauntaun	C	0.25	0.25	0.20
Tauntaun Mount	C	0.25	0.25	0.20
TIE Bomber EX-1-2	C	0.25	0.25	0.20
TIE Bomber EX-1-8	C	0.25	0.25	0.20
TIE Bomber Pilot	U	1.00	1.00	0.90
TIE Bomber Squad	U	1.00	1.00	0.90
TIE Fighter EX-4-9	C	0.25	0.25	0.20
TIE Fighter OS-72-8	C	0.25	0.25	0.20
TIE Pursuit Pilot	U	1.00	1.00	0.90
TIE Pursuit Squad	C	0.25	0.25	0.20
Torture Room	U	1.00	1.00	0.90
Toryn Farr (A)	R	3.25	3.00	3.00
Trust Her Instincts	C	0.25	0.25	0.20
Vader's Call	U	1.00	1.00	0.90
Vader's Imperial Shuttle (A)	R	4.25	3.75	3.40
Vader's Vengeance	C	0.25	0.25	0.20
Vicious Attack	U	1.00	1.00	0.90
Visions of the Future	C	0.25	0.25	0.20
Wampa	U	1.00	1.00	0.90
Wampa Cave	R	3.50	3.00	3.00
Wedge Antilles (B)	R	4.15	3.25	3.00
Wedge's Snowspeeder (A)	R	3.90	3.50	3.40
Well-Earned Meal	C	0.25	0.25	0.20
X-wing Rogue Seven	C	0.25	0.25	0.20
Yoda (F)	R	7.25	6.50	5.50
Yoda (G)	R	6.00	6.00	5.50
Yoda (H)	R	5.25	4.50	4.00
Yoda's Hut	U	1.00	1.00	0.90
Yoda's Training	R	3.75	3.00	3.00
Y-wing Gold Six	C	0.25	0.25	0.20
Zev Senesca (A)	R	3.50	3.00	3.00
Total		401.95	353.90	323.20

PROMO CARDS

GB=Game Boy, JN=Jedi Nights, VG=videogames

HASBRO UNLEASHED (lightsaber symbol)

Anakin Skywalker (C)		6.25	3.00▼	2.00
Darth Maul (B)		8.50	3.00▼	3.00
Darth Tyranus (B)		6.25	3.00▼	3.00
Darth Vader (B)		4.85	4.75▲	3.85
Jango Fett (C)		14.25	5.00▼	4.00
Mace Windu (B)		3.85	3.00▼	2.50
Padmé Amidala (B)		3.85	3.00▼	2.50

PROMO CARDS (Vader symbol)

	SRC	UPR	MED	LOW
Anakin Skywalker (C)	mag.	7.25	6.75▼	4.95
Alien Rage	JN	8.50	7.00▲	6.00
C3PO (A)	demo	7.25	7.00	6.00
Chewbacca (A)	JN	7.50	6.00▼	5.00
Clone Warrior 4/163	KB	7.25	7.00	6.50
Darth Maul (C)	JN	9.75	8.00▲	6.50
Darth Tyranus (B)	JN	9.00	7.50▲	6.25
Darth Vader (C)	GB	12.00	9.25▼	7.50
Death Star (B)	JN	9.00	8.00▼	6.00
Jango Fett (D)	JN	10.25	9.25▲	7.50
Jango Fett (D)(alt. image)	VG	14.50	12.50▼	9.25
Luke Skywalker (C)	mag.	10.75	8.50▼	5.25
Luke's Speeder (B)	JN	8.75	6.75▼	5.75
Mace Windu (B)	JN	13.25	12.50▼	10.00
Obi-Wan Kenobi (B)	JN	14.50	13.25▼	10.75
Obi-Wan Kenobi (F)	JN	14.00	12.50▼	9.50
Padme Amidala (C)	JN	11.75	10.50▼	8.25
Padme Amidala (E)	JN	7.25	5.25▼	4.30
Princess Leia (B)	JN	11.25	6.00▼	5.00
Vader's TIE Fighter (B)	JN	11.25	10.00▼	5.00
X-Wing Attack Formation	JN	11.25	7.75▼	4.30
Zam Wesell (B)	con	13.25	10.25▼	5.00

VAMPIRE THE ETERNAL STRUGGLE

CAMARILLA EDITION (548 cards)

Camarilla Edition Set		496.00	473.00	▼450.25
Camarilla Edition Starter Box		91.00	85.00	85.00
Camarilla Edition Booster Box		91.25	91.25	91.25
Camarilla Edition Starter Deck		12.75	11.75	11.75
Camarilla Edition Booster Pack		3.40	3.30	3.30
Rare card		3.30	3.20▲	3.10
Uncommon card		1.00	0.80▼	0.70
Common card		0.25	0.25	0.25
Vampire card (V)		2.10	1.90▼	1.70
Fixed Vampire card (XV)		1.90	1.90	1.80
Fixed card (X)		1.10	1.10	1.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aaron's Feeding Razor	R	3.50	3.50▲	3.40
Allison Maller	V	2.90	2.50▼	2.00
Al's Army Apparatus	R	3.50	3.50	3.40
Anarch Troublemaker	R	3.50	3.50▲	3.40
Annabelle Triabell	V	2.90	2.50▼	2.00
Barth	V	2.90	2.50▼	2.00
Blood Puppy	R	3.50	3.50▲	3.40
Brothers Grimm	R	3.50	3.50	3.40
Catherine du Bois	V	2.90	2.50▼	2.00
Charnas the Imp	R	3.50	3.50▲	3.40
Darva Felispa	V	2.90	2.50▼	2.00
Earl	V	4.70	3.60▲	2.60
Elena Gutierrez	V	2.90	2.50▼	2.00
Emerson Wilkershire III	V	3.80	3.00	2.30
Entrancement	R	3.50	3.50▲	3.40
Evan Klein	V	5.50	4.20▲	2.80
First Tradition: The Masquerade	R	3.50	3.50▲	3.40
Fragment of the Book of Nod	R2	3.70	3.50▲	3.20
Gemini	V	4.70	3.60▲	2.60
Ghoul Retainer	R2	3.70	3.50▲	3.20
Golconda: Inner Peace	R	3.50	3.50▲	3.40
Gregory Winter	R	3.50	3.50	3.40
Helena	V	4.70	3.60▲	2.60
Hrothulf	V	3.80	3.00	2.30
Infernal Familiar	R	3.50	3.50▲	3.40
J.S. Simmons, Esq.	R2	3.70	3.50▲	3.20
Jackie Therman	R	3.50	3.50	3.40
Jara Drory	V	4.70	3.60▲	2.60
Jeremy MacNeil	V	4.70	3.60▲	2.60
Judgement: Camarilla Segregation	R2	3.70	3.50▲	3.20
Katarina Kornfeld	V	4.70	3.60▲	2.60
Krid	V	4.70	3.60▲	2.60
Lucas Halton	V	4.70	3.60▲	2.60
Lucinde Alastor	V	3.80	3.00	2.30
Malkavian Prank	R2	3.70	3.50▲	3.20
Malkavian Rider Clause	R	3.50	3.50▲	3.40
Millicent Smith: Puritan Vampire Hunter	R	3.50	3.50	3.40
Monocle of Clarity	R	3.50	3.50▲	3.40
Mr. Winthrop	R2	3.70	3.50▲	3.20
Nosferatu Justicar	R	3.50	3.50	3.40
Protected Resources	R	3.50	3.50	3.40
Psychic Veil	R	3.50	3.50▲	3.40
Pulled Fangs	R2	3.70	3.50▲	3.20
Redeem the Lost Soul	R	3.50	3.50▲	3.40
Resplendent Protector	R	3.50	3.50▲	3.40
Ritual of the Bitter Rose	R	3.50	3.50▲	3.40
Rowan Ring	R	3.50	3.50▲	3.40
Rumors of Gehenna	R2	3.70	3.50▲	3.20
Secret Library of Alexandria	R	3.50	3.50▲	3.40
Sengir Dagger	R	3.50	3.50▲	3.40
Sixth Tradition: Destruction	R	3.50	3.50	3.40
Storm Sewers	R2	3.70	3.50▲	3.20
Succubus Club	R	3.50	3.50▲	3.40
Talbot's Chainsaw	R	3.50	3.50▲	3.40
Tasha Morgan	R2	3.70	3.50▲	3.20
Telepathic Vote Counting	R2	3.70	3.50▲	3.20
Temptation of Greater Power	R	3.50	3.50▲	3.40
Tension in the Ranks	R2	3.70	3.50▲	3.20
Thadius Zho, Mage	R	3.50	3.50	3.40
The Embrace	R2	3.70	3.50▲	3.20
The Slashers	R	3.50	3.50▲	3.40
Tremere Convocation	R2	3.70	3.50▲	3.20
XTC-Laced Blood	R	3.50	3.50▲	3.40
Zoning Board	R2	3.70	3.50▲	3.20

ANARCHS (155 cards)

Anarchs Set		196.75	173.50	173.50
Starter Box		94.00	91.00	91.00
Booster Box		76.75	70.50	70.50
Starter Deck		9.40	9.00	9.00
Booster Pack		3.00	3.00	2.90
Uncommon 1 card		1.00	1.00	1.00
Uncommon 2 card		0.90	0.70▲	0.60
Common 1 card		0.25	0.25	0.25
Common 2 card		0.25	0.20	0.20
Fixed card (X)		1.60	1.20▲	0.90
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Anarch Railroad	R2	2.90	2.80	2.80
Aranthebes, The Immortal	R1	5.30	4.70▼	4.10
Banshee Ironwail	R1	5.20	4.40▲	3.70
Bear-Baiting	R1	5.20	4.40▲	3.70
Bleeding the Vine	R1	5.20	4.40	3.70
Brinksmanship	R1	5.10	4.30▲	3.50
Carnivale	R1	5.20	4.40	3.70
Chiram's Hold	R2	3.00	3.00	2.90
Cold Amber's Hold	R2	3.00	3.00	2.90
Cry Wolf	R2	2.80	2.70▼	2.60
Delivery Truck	R1	5.10	4.30▲	3.50
Drum of Xipe Totec	R1	5.20	4.40▲	3.70
Ecoterrorists	R1	5.20	4.40▲	3.70
Elder Michaelis's Hold	R2	3.00	3.00	2.90
Fee Stake: Boston	R1	5.20	4.40▲	3.70
Fee Stake: Corte	R1	5.20	4.40▲	3.70
Fee Stake: Los Angeles	R1	5.20	4.40▲	3.70
Fee Stake: New York	R1	5.20	4.40▲	3.70
Fee Stake: Perth	R1	5.20	4.40▲	3.70
Fee Stake: Seattle	R1	5.20	4.40▲	3.70
Filchware's Pawn Shop	R1	5.10	4.30▲	3.50
Gambit Accepted	R1	5.10	4.30	3.50
Gather	R1	5.20	4.40▼	3.70
Gift of Experience	R2	3.00	3.00	2.90
Liberty Club Intrigue	R1	5.20	4.40▲	3.70
Magazine	R1	5.10	4.30▲	3.50
Nosferatu Bestial	R1	5.20	4.40▲	3.70
Paragon	R1	5.10	4.30▲	3.50
Petra Resonance	R1	5.20	4.40▲	3.70
Redline	R1	5.20	4.40▲	3.70
Regarhagan's Hold	R2	3.00	3.00	2.90
Renegade Garou	R2	3.00	3.00	2.90
Repo Man	R1	5.10	4.30▲	3.50
Seattle Committee	R2	2.80	2.70▼	2.60
Stolen Police Cruiser	R1	5.10	4.30▲	3.50
Sunset Strip, Hollywood	R1	5.20	4.40	3.70
Sweeper	R1	5.20	4.40▲	3.70
Sword of Nuln	R1	5.20	4.40▲	3.70
Sword of Troile	R1	5.20	4.40	3.70
The Status Perfectus	R2	3.00	3.00	2.90

BLACK HAND (138 cards)

Starter Box		88.75	87.50	86.25
Booster Box		80.00	80.00	80.00
Starter Deck		10.00	10.00	10.00
Booster Pack		3.40	3.40	3.30
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Abyssal Hunter	R2	6.00	4.00	3.50
The Admonitions	U	1.00	1.00	0.80
Alpha Glint	C	0.25	0.25	0.25
Ana Rita Montaña	U2	0.80	0.50	0.50
Animal Magnetism	C	0.25	0.25	0.25
Aristotle de Laurent	U2	0.80	0.50	0.50
The Art of Memory	U2	0.80	0.50	0.50
Babble	C	0.25	0.25	0.25
Banjoko	U2	0.80	0.50	0.50
Black Gloves	R	4.00	3.00	3.00
Blackhorse Tanner	U2	0.80	0.50	0.50
Blooding	C	0.25	0.25	0.25
Bloodwork	C	0.25	0.25	0.25
Brick Laying	C	0.25	0.25	0.25
Capitalist	C	0.25	0.25	0.25
Celestial Harmony	R	4.00	3.00	3.00
Chalice of Kinship	R	4.00	3.00	3.00
Charice Fontaigne	U2	0.80	0.50	0.50
Chill of Oblivion	R	4.00	3.00	3.00
Chronicle of the Lost Tribe	R	4.00	3.00	3.00
Circumspect Revelation	C	0.25	0.25	0.25
Communal Haven: Cathedral	U2	0.80	0.50	0.50
Consignment to Duat	C	0.25	0.25	0.25
Corporal Reservoir	C	0.25	0.25	0.25
Corpse Balloon	C	0.25	0.25	0.25
Council of Seraphim	R	4.00	3.00	3.00
Creep Show	C	0.25	0.25	0.25
Crusade: Barcelona	R	4.00	3.00	3.00
Crusade: Brussels	R	4.00	3.00	3.00
Crusade: Rome	R	4.00	3.00	3.00
Deed the Heart's Desire	C	0.25	0.25	0.25
Deep Cover Agent	R	4.00	3.00	3.00
Deploy the Hand	C	0.25	0.25	0.25
Día de los Muertos	R	4.00	3.00	3.00
Doctor Streck	U2	0.80	0.50	0.50
Dominion	C	0.25	0.25	0.25
Dominique	U2	0.80	0.50	0.50
Ebony Fox Hunt	U	1.00	1.00	0.80
Extremis Boon	R	4.00	3.00	3.00
Ezekiel, Lord of Montreal	U2	0.80	0.50	0.50
Flaming Candle	R	4.00	3.00	3.00
Foundation Exhibit	R2	4.50	4.00	3.50
Gemini's Mirror	C	0.25	0.25	0.25
Goratrix	U2	0.80	0.50	0.50
Guru	C	0.25	0.25	0.25
Hand Intervention	C	0.25	0.25	0.25
Hannibal (reprint)	U2	0.80	0.50	0.50
Henri Lavenant	U2	0.80	0.50	0.50
Henry Taylor	U2	0.80	0.50	0.50
Hester Reed	U2	0.80	0.50	0.50
Ignazio Giovanni	U2	0.80	0.50	0.50
Information Network	R2	4.50	4.00	3.50
Inscription	U	1.00	1.00	0.80
Iron Glare	C	0.25	0.25	0.25
Jalan-Aajav	U2	0.80	0.50	0.50
Jessica (reprint)	U2	0.80	0.50	0.50
Jesús Alcalá	U2	0.80	0.50	0.50
Katherine Stoddard	U2	0.80	0.50	0.50
Kaymakli Barrier	R	4.00	3.00	3.00
Kazimir Savostin	U2	0.80	0.50	0.50
Last Stand	R	4.00	3.00	3.00
Legwork	C	0.25	0.25	0.25
Lessons in the Steel	R	4.00	3.00	3.00
Local 1111	R	4.00	3.00	3.00
Loyalist	C	0.25	0.25	0.25
Maria Stone	U2	0.80	0.50	0.50
Mariano Pomposo	U2	0.80	0.50	0.50
Marijava Thuggee	U2	0.80	0.50	0.50
Marino Reymundo Vásquez	U2	0.80	0.50	0.50
Martial Ritus	C	0.25	0.25	0.25
Mask Empathy	R	4.00	3.00	3.00
Masque of Judas	C	0.25	0.25	0.25
Mateusz Gryzbowsky	U2	0.80	0.50	0.50
Mayaparisatya	C	0.25	0.25	0.25
Mesmerize	R	4.00	3.00	3.00
Midget	U2	0.80	0.50	0.50
Miguel Santo Domingo	U2	0.80	0.50	0.50
Ministry	C	0.25	0.25	0.25
Mistrust	R	4.00	3.00	3.00
Nahir	U2	0.80	0.50	0.50
Nicholas Chang	U2	0.80	0.50	0.50
Olga Triminov	U2	0.80	0.50	0.50
Owain Evans, The Wanderer	U2	0.80	0.50	0.50
Path of Death and the Soul	R	4.00	3.00	3.00
Path of Evil Revelations	R	4.00	3.00	3.00
Piotr Andreikov	U2	0.80	0.50	0.50
Quicken Sight	C	0.25	0.25	0.25
Random Patterns	C	0.25	0.25	0.25
Recure of the Homeland	U	1.00	1.00	0.80
Remover	C	0.25	0.25	0.25
Resilient Mind	R	4.00	3.00	3.00
Reunion Kamut	C	0.25	0.25	0.25
Rodolfo	U2	0.80	0.50	0.50
Rooftop Shadow	C	0.25	0.25	0.25
Rosa Martínez	U2	0.80	0.50	0.50
Sébastian Goulet	U2	0.80	0.50	0.50
Sela	U2	0.80	0.50	0.50
Selena	U2	0.80	0.50	0.50
Seraph	U2	0.80	0.50	0.50
Shakar	C	0.25	0.25	0.25
Shape Mastery	R	4.00	3.00	3.00
Sibyl's Tongue	R2	6.00	4.00	3.50
Sire's Index Finger	R	4.00	3.00	3.00
Sister Evelyn	U2	0.80	0.50	0.50
Skryta Zyleta	U2	0.80	0.50	0.50
Social Ladder	R	4.00	3.00	3.00
Sociopath	C	0.25	0.25	0.25
Soldat	U2	0.80	0.50	0.50
Specialization	R	4.00	3.00	3.00
Stealth Ritus	C	0.25	0.25	0.25
Szechenyi Jolán, Mother of Horrors	U2	0.80	0.50	0.50
Tabitha Fisk	U2	0.80	0.50	0.50
Talons of the Dead	R2	7.00	4.00	3.50
Tarbaby Jack	U2	0.80	0.50	0.50
Tenebrous Form	C	0.25	0.25	0.25
Teresita, The Godmother	U2	0.80	0.50	0.50
Thin-Blooded Seer	R	4.00	3.00	3.00
Trainer	R	4.00	3.00	3.00
Typhonic Beast	C	0.25	0.25	0.25
Under the Skin	C	0.25	0.25	0.25
Vendetta	R2	4.50	4.00	3.50
Vox Domini	R	4.00	3.00	3.00
Vox Senis	C	0.25	0.25	0.25
Wah Chun-Yuen	U2	0.80	0.50	0.50
Watch Commander	C	0.25	0.25	0.25
Watchtower: Chosen are Called	R	4.00	3.00	3.00
Watchtower: Four Ride Forth	R2	4.50	4.00	3.50
Watchtower: Greatest Fall	R	4.00	3.00	3.00
Weeping Stone	R	4.00	3.00	3.00
Weirding Stone	R	4.00	3.00	3.00
Winchester Mansion	R	4.00	3.00	3.00
WMRH Talk Radio	R	4.00	3.00	3.00
Yasmin the Black	U2	0.80	0.50	0.50
Yazid Tamari	U2	0.80	0.50	0.50
Yitzak	U2	0.80	0.50	0.50
Yong-Sun, Harmonist	U2	0.80	0.50	0.50
Zillah's Tears	C	0.25	0.25	0.25
Zip	U2	0.80	0.50	0.50
Total		236.35	175.75	171.45

WARCRY

BASE SET (184 cards)

WarCry Set		190.00	160.00▼	130.00
Starter Box		86.00	84.00▼	81.00
Booster Box		81.00	78.00▼	74.00
Starter Deck		9.50	9.00▼	8.50
Booster Pack		3.00	3.00	2.70
Rare card		3.00	3.00	2.80
Uncommon card		0.80	0.70	0.60
Common card		0.20	0.15	0.10
Fixed card (X)		1.50	1.25▼	0.80
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Archaon	F	7.00	7.00▲	5.75
Big Gulgog's Maulers	F	5.50	5.00▲	4.35
D'aggorn the Exalted	F	5.75	5.25	4.35
Elector Count Theodoric Gausser	F	7.25	7.00▲	5.75
Fell Sisters of Clar Karond	R	3.30	3.15	2.80
Gelthion's Brightblades	F	7.00	5.50	4.35
Grand Master Hans Leitdorf	F	6.50	5.50	4.35
Hammer of Thunder	F	6.00	5.50	4.35
Imrik, Dragon Prince of Caledor	F	7.75	7.25▼	5.75
King Alrik Ranulfsson	F	6.50	6.00▼	5.00
Malus Darkblade	F	7.75	6.50▼	5.00
Rockgrinder	F	6.25	5.50	4.35
The Archon of Twilight	F	6.25	5.50	4.35
Warboss Grimgore Ironhide	F	7.25	6.75▲	5.50

WINDS OF MAGIC (120 cards)

Winds of Magic set		220.00	220.00	220.00
Booster Box		73.00	71.00▼	69.00
Booster Pack		3.00	3.00	2.70
Rare card		3.00	3.00	2.85
Uncommon card		0.80	0.70	0.60
Common card		0.20	0.15	0.10

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Uncommon card		0.80	0.70	0.60
Common card		0.20	0.15	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Anvil of Doom	F	5.75	5.75▲	4.90
Balthasar Gelt	F	6.00	5.75	4.90
Battle Hardened	F	5.25	5.00	4.55
Borrowed Power	F	6.00	5.75▼	4.90
Duplicate	F	5.75	5.25	4.55
Ellekiel, Bride of Ha'asek	R	4.25	3.75▲	3.20
Griffon War Banner	F	5.50	5.25	4.55
Morathi, the Hag Sorceress	F	5.50	5.00	4.55
Quel'hi'liak	F	6.50	5.75▲	4.55
Teclis, High Loremaster	F	6.25	6.00	5.25
Unleashed Fury	F	5.25	5.00	4.55
Wind of Death	F	5.50	5.00	4.55
Winds of Fate	F	6.00	5.75▼	4.90
Wurrzag Ud Ura Zahubu	F	6.25	6.00	5.25

SIEGE OF DARKNESS (119 cards)

Siege of Darkness set		160.00	140.00	105.00
Booster Box		69.00	65.00	38.00
Booster Pack		3.00	3.00	2.85
Rare card		3.00	3.00	2.85
Uncommon card		1.00	0.90	0.75
Common card		0.20	0.15	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Angkor, Father of Mammoths	F	7.50	7.25	7.00
Cauldron of Blood	F	6.50	6.00▼	5.00
Da Big Lobba	F	6.50	6.00▼	5.00
Doom Axe	F	7.00	7.00	7.00
Evanshol, Prince of Tiranoc	F	6.50	6.00	5.50
Heavy Cavalry Charge	R	3.65	3.40▼	3.20
Inspirational Victory	R	3.65	3.40▲	3.20
Iron Thunder	F	8.25	8.25	8.00
Kleeva's Cleaver	R	3.35	3.15▼	3.00
Korvin the Sentinel	R	3.50	3.40▼	3.20
Lyonesse Questing Knights	R	3.65	3.50	3.45
Mal'Angor	F	7.50	6.50▼	6.00
Malekith, The Witch King	F	8.50	7.50	5.00
Miners of Thorag's Deep	R	3.35	3.15▼	3.00
Minotaur's Bane	R	3.65	3.50	3.45
Misdirection	R	3.35	3.15▼	3.00
Numerical Advantage	R	3.35	3.15▼	3.00
Oglok the 'Orrible	F	6.00	6.00	5.50
Reiksmarshall Kurt Helborg	F	8.25	8.25	8.00
Sa'har the Ashen Lord	R	4.00	3.75▲	3.40
Surge of Faith	R	3.65	3.25	3.00
The Hydra Blade	R	3.65	3.25	3.00
Trolls of Blackbile Marsh	R	3.65	3.50	3.40
Tyrion, Defender of Ulthuan	F	8.50	8.25▼	8.00
Ungrim Ironfist, the Slayer King	F	6.50	6.00▼	5.50
Von Boen's Steel Dragon	F	8.00	7.50	7.00
Wazzi's Lunatic Gitz	R	3.65	3.25▼	3.00
Wings of the Harpy	R	3.35	3.15▼	3.00

FOIL PROMO CARDS	**UPR**	**MED**	**LOW**
Aranauch the Fangheart	6.50	4.75	4.50
Azyrneth's Chosen	3.70	3.40▼	3.10
Bel-Aenor's Grey Kindred	6.50	6.25▲	5.75
Blade of Soul Stealing	9.75	7.75▲	6.25
Bogrot's Savage 'Uns	3.70	3.40▼	3.10
Bugman's Rangers	6.00	4.50▼	3.95
Doom Bolt	6.50	5.00	4.00
Evaenarion's Silver Blades	3.70	3.40▼	3.10
Evaenarion's Silver Company	4.80	4.15▼	3.95
Fires of Change	6.00	5.00	5.00
Flames of the Phoenix	6.00	5.00	5.00
Foot of Gork	6.00	5.00	5.00
From the Hands of Defeat	5.50	5.00	4.85
Gelt's Golden Glyph	6.50	5.00	5.00
Gherin Azyrneth	5.50	5.00	4.45
Gotrek and Felix	12.50	8.50▼	6.75
Gribbit's Wildboyz	5.50	5.00	4.45
Hasty Maneuver	5.75	5.00	4.45
Heralds of Twilight	7.00	5.00	4.35
Houton Red's Mercenaries	4.90	4.85▼	4.75
Knights of the White Wolf	5.50	5.00	4.70
Lord Xili-Quncani	10.25	6.00▲	5.25
Mettle	4.90	4.85▼	4.75
Reinhold's Middenheimers	4.30	4.10▼	3.90
Rune of Adamant	7.00	5.00	5.00
Shagroth's Gors	7.75	5.00	4.85
Siege of Darkness	4.90	4.80	4.25
Snorri's Stormshooters	7.00	6.00▲	6.00
Stone Lords of Karak-Norn	4.30	4.10▼	3.90
Survey the Battlefield	7.00	7.00	6.50
The Dragonhelm	10.25	7.00▲	6.75
The Twilight Coven	7.00	6.00	4.45
The White Dwarf	9.25	8.50▲	6.00

WarCry	7.50	7.00	7.00
Winds of Magic	6.50	6.00▲	5.00

HORUS HERESY (152 cards)

Base Set		205.00	180.00▼	150.00
Starter Box		86.00	80.00▼	80.00
Booster Box		83.00	81.00▼	77.00
Starter Deck		12.50	9.25▼	9.25
Booster Pack		2.95	2.90▼	2.85
Uncommon card		0.80	0.60	0.50
Common card		0.25	0.15	0.10
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Abaddon - and Retinue	F	6.00	6.00	6.00
Abaddon - Lodge Captain of the Sons of Horus	F	6.00	6.00	6.00
Ahriman - and Bodyguard	R	4.70	3.00	3.00
Ahriman - Chief Librarian of the Thousand Sons	F	6.00	6.00	6.00
Argus Brond - Captain of the World Eaters	R	3.00	3.00	2.85
Battle's Glory - Command Land Raider Transport	R	3.00	3.00	2.85
Bjorn - Wolfguard Champion	F	6.00	6.00	6.00
Blade of Fury - Land Raider Transport	R	3.00	3.00	3.00
Brother Amsu - Thousand Sons Standard Bearer	R	3.00	3.00	2.85
Charosion - Veterans	R	3.00	3.00	2.85
Chief-Adept Kelbor-Hal - Fabricator-General of Mars	F	6.00	6.00	5.25
Command Bunker	R	3.00	3.00	2.85
Constantin Valdor - Chief Custodian to the Emperor	R	3.15	3.00	2.85
Dasturkh - Destroyer Squad	R	3.00	3.00	2.85
Dawn's Fire - Predator Tank	R	3.00	3.00	2.85
Death's Talon - Command Predator	R	3.15	3.00	2.85
Duke Mortecher - Imperial Emissary to Isstvan	F	8.00	6.00	6.00
Eitholchin - Heavy Support Squad	R	3.00	3.00	2.85
Epsilon-Sigma 05 - Mechanicum Protectors	R	3.00	3.00	2.85
Gladiator Group 27 - Planetary Assault Transport Vehicles	R	3.40	3.00	3.00
Hammer of Justice - Predator Tank	R	3.00	3.00	2.85
Holgoarg - Captain of the Death Guard	R	3.00	3.00	2.85
Horus's Pact	R	3.00	3.00	2.85
Horus's Vengeance	R	4.10	3.00	3.00
Ice Leopards - Witchseeker Squad	R	3.00	3.00	2.85
Ignatius Grulgor - Commander of the Death Guard	R	3.50	3.00	3.00
Jafari - Tactical Support Squad	R	3.00	3.00	2.85
Justaerin - Terminator Squad	R	3.00	3.00	2.85
Kargori - Dreadnought	R	3.00	3.00	2.85
Krast - Bike Squad	R	3.40	3.00	3.00
Leman Russ - Primarch of the Space Wolves	F	6.00	6.00	6.00
Locastor - Veteran Squad	R	3.00	3.00	2.85
Lorg - Dreadnought	F	7.00	6.00	6.00
Magnus the Red - Primarch of the Thousand Sons	F	6.00	6.00	6.00
Malcador the Sigillite - First Lord of Terra	F	6.00	6.00	6.00
Missile Battery	R	3.00	3.00	2.85
Perfection's Flight - Thunderbolt Gunship	R	3.00	3.00	2.85
Pride of the Emperor - Battleship	R	3.40	3.00	3.00
Raelichus - Jet Bike Squad	R	3.00	3.00	2.85
Ragnarok - Flagship	R	3.00	3.00	2.85
Rethaerin - Emperor's Children Platoon	R	5.25	3.00	3.00
Rylanor - Dreadnought	F	6.00	6.00	6.00
Sagittarus - Custodian Dreadnought	F	6.00	6.00	6.00
Serghar Targorst - Lodge Master of the Sons of Horus	R	3.00	3.00	2.85
Spaceport	R	3.00	3.00	2.85
The Emperor's Fury	R	3.65	3.00	3.00
The Emperor's Might	R	3.00	3.00	2.85
The Emperor's Wisdom	R	3.00	3.00	2.85
The Vengeful Spirit - Flagship	R	3.00	3.00	2.85
Thorlief - Wolfguard Squad	R	3.00	3.00	2.85
White Falcons - Vigilator Squad	R	3.00	3.00	2.85

SAGA OF THE STORM (295 cards)

Saga of the Storm Set		275.00	215.00▼	160.00
Starter Box		66.00	65.00▼	65.00
Booster Box		75.00	74.00▼	74.00
Starter Deck		7.75	7.75▼	7.50
Booster Pack		3.00	3.00	2.40
Rare card		3.00	2.90▼	2.60
Uncommon card		0.80	0.60	0.50
Common card		0.20	0.15	0.10
Fixed card (X)		4.10	3.25	3.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alesandressa	R	4.50	3.75▼	3.35
Amulet of Illusion	R	4.00	3.75	3.10
Anandale's Armor	R	4.25	3.75▼	3.35
Assassination	R	4.50	4.00	3.85
Bag of Holding	R	4.05	3.60▼	3.35
Balmtear's Potion	R	4.50	3.75	3.35
Bar Fight	R	4.50	4.00	3.85
Chain Lightning	R	4.75	4.00	3.70
Cordeos	R	5.25	4.45	3.75
Count Damien	R	4.50	4.00	3.85
Crystalsphere Staff	R	4.75	4.00▼	3.85
Demon of Kvar	R	5.75	4.60	4.15
Divine Guidance	R	3.60	3.25	3.00
Duncan Kinslayer	R	4.20	3.50	3.00
Dwarven Signet	R	3.60	3.25	3.00
Extentions	R	4.50	4.00	3.85
Fenris	R	4.00	3.75	3.35
Final Stand	R	3.60	3.25	3.00
Full Plate	R	4.50	4.00	3.85
Glyph of Fate	R	5.75	4.50▼	3.70
Great Cleave	R	4.50	4.00	3.85
Grey Elf's Gratitude	R	4.05	3.50	3.00
Grimsteel	X	4.75	4.00▲	3.85
Hammer of Peronor	R	3.60	3.25	3.00
Hember's Fist	X	4.75	4.00▲	3.85
Holy Energy	R	4.00	3.75	3.35
Husuk	R	4.00	3.75	3.35
If You Still Breathe…	R	3.60	3.25	3.00
Inferno	R	4.50	3.50	2.95
Johan Halfblooded	R	6.25	5.00▼	4.60
Kerebrus	R	5.25	5.00	4.60
King Xod	R	4.50	4.00	3.85
Kohn Peacehand	R	4.10	3.25	3.00
Krun	X	4.75	4.00▲	3.85
Lady Ersané	R	3.60	3.25	2.90
Lieutenant Dunbar	R	3.65	3.50	3.35
Logan Ebonwoulfe	X	4.25	4.00▲	3.85
Lord Gahid Rellion	R	4.75	4.00	3.70
Lothian, the Law-Hammer	X	4.75	4.00▲	3.85
Loyalty's Reward	R	4.25	4.00	3.85
Mail of Virtue	R	3.60	3.25	3.00
Mass Blessing	R	12.75	10.00▲	7.50
Master Anandale	R	4.50	3.75	3.35
Maximillian	R	5.25	4.00	3.00
Meteor Swarm	R	4.25	3.75	3.35
Poison	R	3.60	3.25	3.00
Power Word: Kill	R	5.00	3.75	3.35
Prepared for Battle	R	3.60	3.25	2.75
Prince Alaric	R	4.25	3.75	3.35
Princess Dashkova	R	4.25	3.75	3.35
Rahku Mennanakh	R	3.60	3.25	3.00
Rathe	X	4.50	3.75	3.35
Relentless	R	3.85	3.25	3.00
Robe of the Wind	R	4.40	3.50	2.90
Rod of Roaring Flames	R	3.85	3.25	3.00
Sethusk	R	4.50	3.75	3.35
Sir Robert the Vigilant	X	4.50	4.00▲	3.85
Slovien	R	3.60	3.25	3.00
Smoke Bomb	R	3.60	3.25	2.75
Sorscha	R	5.25	4.10	4.00
Sword of Chaos	X	4.00	3.50	2.95
Sword of the North	X	4.00	3.50	2.95
Tears of the Storm	R	5.00	3.75	3.35
Teleport	R	4.40	3.50	3.00
Tepheroth	R	4.50	3.75▼	3.35
The Beast Knight	R	4.25	3.75	3.35
The Better Part of Valor	R	3.60	3.25	3.00
The King's Lady	R	5.00	3.75▼	3.35
Timber Wolf	R	3.50	3.25	3.00
Too Fast to See	R	4.00	3.75	3.35
Toren Yscar	R	12.00	10.00	10.00
Turned to Stone	R	3.85	3.25	3.00
Uthanak	X	4.25	4.00▲	3.85
Uther Killer-of-Bears	R	4.75	4.00	3.85
Vahdrok the Crippler	R	4.25	3.75	3.35
Varg	R	4.75	3.75	3.35
Vedisalaron	R	3.60	3.25	3.00
War Rune	R	3.60	3.25	3.00
Yedraw's Tooth	R	4.75	4.00	3.75

BLACK KNIVES (309 cards+100 foils)

Black Knives Set		385.00	325.00▼	225.00
Starter Box		90.00	89.00▼	89.00
Booster Box		100.00	100.00	100.00
Starter Deck		9.75	9.75	9.50
Booster Pack		3.00	3.00	2.90
Parallel Foil card		7.00	6.00	5.00
Rare card		3.50	3.00	3.00
Uncommon card		0.65	0.50	0.50
Common card		0.20	0.10	0.10
Fixed card (X)		3.40	2.80▼	2.75
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Bracers of Ogre Power	F	11.50	11.00▲	9.50
Breastplate of Power	F	9.00	8.00▼	8.00
Cardinal Scelus	F	8.00	8.00	7.00
Johan Halfblooded	F	8.00	8.00	7.00
Mass Blessing	F	13.50	12.00▲	10.00
Toren Yscar	F	15.00	12.00▲	10.00
Uthanak	F	7.50	7.00	6.50
Yedraw's Tooth	F	8.00	8.00	6.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alesandressa	R	3.75	3.50▲	3.25
Amulet of Force	R	4.00	3.95▼	3.75
Anandale's Armor	R	3.75	3.50▲	3.25
Assassination	R	4.00	4.00	4.00
Bag of Holding	R	3.75	3.50▼	3.25
Balmtear's Potion	R	3.75	3.50▲	3.25
Bar Fight	R	4.00	3.95	3.50
Black Tom of Corinth	R	4.00	3.95	3.75
Blackwind	R	5.00	5.00▲	4.50
Bracers of Hember	R	4.00	3.95	3.75
Bracers of Ogre Power	R	8.00	8.00	6.00
Breastplate of Power	R	6.25	6.00▲	5.00
Cardinal Scelus	R	4.00	3.95	3.75
Chain Lightning	R	4.00	4.00	4.00
Cleave	R	4.00	4.00	4.00
Cordeos	R	4.00	4.00	4.00
Count Damien	R	4.00	4.00	4.00
Crystalsphere Staff	R	4.00	3.95	3.75
Cure Lethal Wounds	R	4.00	3.95	3.75
Daedelia	R	4.50	3.95▼	3.75
Darian Windson	R	4.00	4.00	4.00
Demon of Kvar	R	4.25	4.00▼	4.00
Extensions	R	4.00	3.95	3.75
Final Stand	R	3.75	3.50▲	3.25
Glyph of Fate	R	4.00	4.00	4.00
Gnorrow Yaw	R	3.75	3.50▲	3.25
Gorzhek	U	0.75	0.75	0.65
Great Cleave	R	4.00	4.00	4.00
Gueniveure	U	0.90	0.75	0.65
Halberdier	U	0.90	0.75	0.65
Hassimal	U	0.90	0.75	0.65
Husuk	R	3.75	3.50▲	3.25
Inferno	R	4.00	4.00	4.00
Jack Casey	U	0.90	0.75	0.65
Johan Halfblooded	R	6.00	4.75▲	4.35
Kenia	U	0.90	0.75	0.65
Keridwen	U	0.90	0.75	0.65
Knowledge	U	0.90	0.75	0.65
Kohn Peacehand	R	3.75	3.50▲	3.25
Lady Beatrix	U	0.90	0.75	0.65
Lazarus Saul	U	0.90	0.75	0.65
Loyalty's Reward	R	3.75	3.50▲	3.25
Magheline	U	0.90	0.75	0.65
Maidenhair Serpent	U	0.90	0.75	0.65
Mass Blessing	R	9.25	8.25▲	6.00
Master Anandale	R	3.75	3.50▲	3.25
Meteor Storm	R	4.00	3.95	3.50
Orochoff	U	0.90	0.75	0.65
Phar'Dunn	U	0.90	0.75	0.65
Portable Hole	R	3.75	3.50▲	3.25
Power Word: Kill	R	3.75	3.50▲	3.25
Prince Alaric	R	3.75	3.50▲	3.25
Princess Dashkova	R	3.75	3.50▲	3.25
Rahku Mennanakh	R	3.75	3.50▲	3.25
Rathe	R	4.00	4.00	4.00
Rock Crawlers	U	0.90	0.75	0.65
Rod of Roaring Flames	R	3.75	3.50▲	3.25
Sethusk	R	3.75	3.50▲	3.25
Sir Robert the Vigilant	R	4.00	4.00	4.00
Sky	U	0.90	0.75	0.65
Slayer the Unkind	R	3.75	3.50▲	3.25
Sorscha	R	4.00	4.00	4.00
Tears of the Storm	R	3.75	3.50▲	3.25
Teleport	R	3.75	3.50▲	3.25
The King's Lady	R	4.00	3.95	3.50
The Quest Beast	R	3.75	3.50▲	3.25
Toren Yscar	R	12.00	9.75▲	6.75
Uthanak	R	4.00	4.00	4.00
Uther Killer-of-Bears	R	3.75	3.50▲	3.25
Vahdrok the Crippler	R	3.75	3.50▲	3.25
Varg	R	3.75	3.50▲	3.25
Vorgurn	R	3.75	3.50▲	3.25
Vorpal Blade	R	3.75	3.50▼	3.25
Wyvernsting Bow	R	3.75	3.50▲	3.25
Yedraw's Tooth	R	4.00	4.00	4.00

ASSASSIN'S STRIKE (108 cards+33 foils)

Assassin's Strike Set		110.00	105.00▼	99.00
Booster Box		73.00	71.00▼	69.00
Booster Pack		3.00	3.00	2.65
Parallel Foil card		6.25	6.00	4.50
Rare card		3.00	2.55▼	2.10
Uncommon card		0.80	0.65	0.50
Common card		0.20	0.15	0.10
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Blackwind	F	6.50	6.25▼	6.25
Bracers of Ogre Power	F	11.00	10.00▲	8.25
Breastplate of Power	F	9.00	8.00▲	7.25
Keziah's Loris Daggers	F	6.25	6.25	6.00
Vorgurn	F	6.25	6.25▲	4.65
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Alhana Genecourt	R	3.25	3.00	2.80
Amulet of Force	R	4.00	3.50	2.95
Anton Cyldragen	X	4.95	4.75▲	4.15
Baroness Lucana	R	3.25	3.00▼	2.80
Behlial	X	4.50	3.75▼	3.40
Black Tom of Corinth	X	5.25	4.00	3.90
Blackwind	R	6.25	4.75▼	3.55
Bracers of Ogre Power	R	11.25	9.00▲	6.50
Breastplate of Power	R	8.50	7.00▲	5.00
Daedelia	R	3.25	3.00▼	2.95
Duchess Brymin	X	4.50	3.75▼	3.40
Howl of the Wolves	R	3.00	2.90▼	2.60
Orazhuk	R	3.50	3.00	2.80
Portable Hole	R	4.50	3.50▼	2.80
Premonition	R	4.50	4.00	3.55

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Senek the Poisoner	R	3.25	3.00	2.80
Tome of Champions	X	4.65	4.25▼	3.90
Tome of Divine Wisdom	X	4.80	4.50▼	4.20
Tome of Shadows	X	4.65	4.25▼	3.90
Tome of the Archmage	X	5.25	5.00	4.70
Vorgurn	R	3.50	3.00	2.80
Vorpal Blade	R	3.50	3.00▼	2.80
Wheel of Fate	R	3.00	3.00	2.80

GOOD & EVIL (162 cards+50 foils)

Good & Evil Set		105.00	100.00▼	99.00
Starter Box		80.00	80.00	77.00
Booster Box		105.00	90.00	78.00
Starter Deck		9.50	9.00	8.75
Booster Pack		3.00	3.00	2.90
Parallel Foil card		5.00	4.45▼	3.50
Rare card		3.00	2.75▼	2.35
Uncommon card		0.95	0.85	0.70
Common card		0.25	0.15	0.10
Fixed card (X)		3.00	2.25	1.35
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Cardinal Scelus	F	5.75	5.25▼	4.25
Donovan Che'har	F	8.50	7.25▲	5.25
Elegy	F	6.25	5.25▼	3.50
Ellyah	F	7.00	5.00▼	3.50
Morghen Dythanus	F	7.25	5.50▼	3.50
Sir Magnus Arcadis	F	6.75	5.25▼	3.50
Vehdred	F	7.00	5.00▼	3.50
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Aenne the Tempest	R	3.80	3.50▼	3.20
Archer Team	U	2.00	1.30	0.70
Avenger	X	3.25	2.90▲	2.25
Between the Ribs	R	3.00	3.00	2.85
Cardinal Scelus	R	5.25	4.50	3.80
Daanso Batoq	R	4.25	4.00	3.75
Divine Anguish	R	3.00	3.00	2.85
Donovan Che'har	R	6.00	5.25▲	4.20
Dragon Plate	X	3.25	2.90▲	2.25
Edge	R	3.80	3.50▼	3.20
Elegy	R	3.45	3.15	2.75
Elemere	U	1.60	1.15	0.70
Ellyah	R	4.25	4.00	3.50
Gaston Bonhomme	R	3.05	3.00	2.75
Helix	R	3.25	3.00	2.85
Jad'harak	R	3.70	3.15	2.75
Magma Gargoyle	X	3.25	2.90	2.45
Morghen Dythanus	R	4.70	4.20▲	3.85
Phon	U	1.60	1.15	0.70
Rrek'tor	U	1.60	1.15	0.70
Sir Magnus Arcadis	R	4.30	3.50	2.95
Sir Rhawn d'Ilchant	X	4.25	2.90	2.45
Sjonegaard	X	3.50	2.90	2.45
Stormblade	X	3.75	2.90▲	2.25
Terak Justicebringer	X	3.50	2.90	2.45
The Gauntlet	R	3.65	3.00	2.35
The Quest Beast	R	4.05	4.00	3.50
Vehdred	R	4.95	4.45	3.75
Vengeance	R	3.00	3.00	2.85
Walk on Wind	R	3.00	3.00	2.85
Wall of Stone	R	3.00	3.00	2.85
Word of Recall	R	3.25	3.00	2.85
Yscar the Elder	R	4.50	4.00▲	3.80

TOOTH & CLAW (162 cards+50 foils)

Tooth & Claw Set		160.00	155.00	150.00
Starter Box		63.00	62.00	61.00
Booster Box		93.00	90.00▲	84.00
Starter Deck		8.00	8.00	7.75
Booster Pack		3.00	3.00	2.65
Foil Card		5.25	4.45	3.40
Rare card		3.00	3.00	2.75
Uncommon card		0.65	0.50	0.45
Common card		0.20	0.15	0.10
TOP FOIL CARDS	**RAR**	**UPR**	**MEO**	**LOW**
Blood Beneath your Wings	F	5.50	5.00▲	3.90
Esa	F	6.00	6.00	5.00
Foeshredder	F	5.75	5.50	4.40
Hammer Toss	F	6.00	6.00	5.00
Jackals of Mourn	F	12.50	12.50▲	3.90
Lady Tornhawk	F	6.00	6.00	5.00
Murgan	F	5.75	5.50	4.40
Ruthless	F	6.00	5.50	4.40
Shadow of Lies	F	6.00	6.00	5.00
Snow Elk Mount	F	6.00	5.50	4.40
Ter-Soth	F	8.00	7.75▼	5.00
Unclean Spirits	F	6.00	6.00	5.00
Weapon Specialization	F	6.00	5.50	4.40
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Achilleus	X	3.85	3.40	3.00
Darkhide Armor	R	5.00	4.00	2.75
Deverinian Coronet	X	5.00	4.75	3.90
Gethseme Steelshard	X	6.00	6.00	5.00
Ghed Lionel	X	4.50	3.50	3.00
Gravity Flux	R	4.25	3.50	2.75
Hember's Sigil	X	5.25	5.00	4.25
Jackals of Mourn	R	12.00	11.25▲	9.50
Lady Tornhawk	R	4.00	3.60	3.20
Lord Winter	X	7.25	6.50▲	6.00
Makusog	X	3.85	3.40	2.75
Markappal Basilysk	X	3.85	3.40	2.75
Modred of Carcius	X	4.60	3.40	3.00
Nothrog Warbanner	X	4.10	3.40	2.75
Sanguicorn	R	4.25	3.50	2.75
Scepter of the Seven	X	4.10	3.40	2.75
Sceth Hellbringer	X	6.00	6.00	5.25
Seraphina Corazon	R	4.25	3.50	2.75
Ter-Soth	R	7.00	5.00▼	4.00
Zhul	R	5.75	4.50	3.50

NEST OF VIPERS (154 cards+50 foils)

Nest of Vipers Set		215.00	210.00	205.00
Nest of Vipers Starter Box		75.00	75.00	68.00
Nest of Vipers Booster Box		94.00	90.00	85.00
Nest of Vipers Starter Deck		9.50	9.25	8.75
Nest of Vipers Booster Pack		3.65	3.30	3.05
Foil Card		6.00	5.50	4.35
Rare card		3.00	3.00	2.90
Uncommon card		1.00	0.95	0.75
Common card		0.25	0.15	0.10
Fixed card (X)		4.15	3.45	3.30
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Ashreign	F	11.00	8.50	6.75
Avatar of Power	F	6.50	6.00	5.00
Blue Jasper Gargoyle	F	6.50	6.00	5.00
Slate Gargoyle	F	6.50	6.00	5.00
Titan	F	8.00	7.00	5.00
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
Achirenus	R	4.05	4.00	3.75
Aradiel	R	4.05	4.00	3.75
Ashreign	R	12.00	7.00▼	5.50
Avatar of Power	R	4.45	4.15	3.75
Babbling Mouther	R	4.45	4.15	3.75
Battering Skull	R	4.45	3.65	3.00
Blue Jasper Gargoyle	R	5.00	4.65	3.95
Cassandra the Arcane	R	5.25	4.65	3.95
Christopher Arcadis	R	4.70	4.15	3.75
Garth Drac	R	5.00	4.65	3.95
Giehox Nemesis	R	4.45	4.15	3.75
Gloves of Mischief	R	4.25	3.50	2.90
Kang'xi	R	4.05	3.50	3.00
Krait	R	4.45	4.15	3.75
Maeve ni Duhonn	R	4.05	3.50	3.00
Master Halvedar	R	4.65	4.40	3.95
Owen Haadh	R	4.45	3.65	3.00
Rocetmal	R	4.45	4.15	3.75
Slate Gargoyle	R	5.00	4.65	3.95
Terror of Condor Pass	R	4.95	4.15	3.75
Titan	R	5.75	4.65	3.95
Uthas Battleheim	R	5.25	4.65	3.95
Valhala Abyssbane	R	4.70	4.15	3.75

SIEGE (158 cards+50 foils)

Siege Set		200.00	195.00	195.00
Siege Starter Box		74.00	65.00	53.00
Siege Booster Box		90.00	85.00▲	80.00
Siege Starter Deck		10.00	10.00	10.00
Siege Booster Pack		3.00	3.00	2.75
Foil card		3.65	3.25	2.90
Rare card		3.00	3.00	2.90
Uncommon card		0.90	0.65▼	0.50
Common card		0.20	0.15	0.10
Fixed card (X)		3.00	2.75	2.05
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Cobalt Gargoyle	F	4.80	4.60	4.40
Draven	F	4.80	4.60	4.40
Find a Way	F	4.80	4.60	4.40
Intuition	F	4.60	4.50	4.35
Life Tap	F	4.80	4.60	4.40
Shadowreaver	F	6.75	4.75▲	4.50
Sigil of Strength	F	4.80	4.60	4.40
Sirenspawn	F	5.25	4.25▲	3.40
Stupid Luck	F	4.80	4.60	4.40
Syad	F	4.80	4.60	4.40
CARD NAME	**RAR**	**UPR**	**MED**	**LOW**
By Cover of Night	R	4.00	3.50▼	2.90
Captain Dukat	X	4.75	3.25	2.05
Cobalt Gargoyle	R	4.20	4.10▼	4.00
Draven	R	4.40	4.10▲	3.75
Duke Blackthorne	R	5.00	3.50▼	2.90
Dustin St. Gulik	R	4.65	4.25▼	3.65
Find a Way	R	4.20	3.60▼	3.00
General Lund	R	6.75	5.25▼	4.40
Intuition	R	4.05	3.50▼	3.00
Jalallaek	R	4.25	3.50▼	2.90
Kallus	R	4.00	3.50▼	2.90
King Dukault	R	5.50	4.65▼	3.65
Lukkot Warplow	R	4.00	3.50▼	2.90
Master Isil Loth	R	5.25	3.50▼	2.90
Mistress Kohn	R	4.25	4.00	3.65
Ninifaeer	R	4.50	3.50▼	2.90
Otho Yscar	R	5.75	4.65▲	3.65
Rreg'jen	X	5.25	3.25	2.05
Shadowreaver	R	9.00	7.00▲	5.50
Silver Bane	R	9.00	7.25▲	5.25
Sirenspawn	R	10.50	7.25▲	5.50
Stonefist	R	4.75	3.50▲	2.90
Stormchaser	R	9.75	7.25▲	5.50
Stupid Luck	R	4.05	3.50▲	3.00
Syad	R	4.05	4.00	3.75
Thunic Roc	R	5.00	4.00▼	2.90
Trench	X	4.75	3.25	2.05
War Elephant	R	4.50	3.50▼	2.90

CALL TO ARMS (300 cards+100 foils)

Call to Arms Set		365.00	350.00	330.00
Glory Booster Box		84.00	74.00	72.00
Power Booster Box		84.00	74.00	72.00
Glory Booster Pack		7.00	5.75	4.35
Power Booster Pack		3.15	3.00	2.75
Foil card		5.00	5.00	3.75
Rare card		3.25	3.00	2.75
Uncommon card		0.75	0.50	0.50
Common card		0.20	0.15	0.10
TOP FOIL CARDS	**RAR**	**UPR**	**MEO**	**LOW**
Abyssal Plate	F	6.00	6.00	4.25
Antlers of the Stag	F	6.50	6.00	5.00
Baqbou's Charm	F	6.00	5.75	5.25
Jolan Yew	F	6.00	5.75	4.10
Validan	F	6.50	6.00	4.25
Vareth	F	6.00	6.00	4.25
CARD NAME	**RAR**	**UPR**	**MEO**	**LOW**
Abyssal Plate	R	4.25	4.00	3.50
Adarymy	R	5.00	3.75	3.15
Antlers of the Stag	R	3.65	3.25	2.75
Azhraan the Foul	R	5.50	4.00	2.75
Baqbou's Charm	R	4.50	3.75	3.15
Baron Delvin	R	4.50	3.75	3.15
Boomerang	R	5.75	4.75	3.90
Bruu'kaal	R	4.50	3.75	3.15
Dac'Lar	R	5.75	4.75	3.90
Dark Bolt Axe	R	4.25	3.75	3.15
Death Knight's Mail	R	4.00	3.75	3.15
Dreamslayer	R	4.50	3.50	2.75
Fire Mount	R	5.00	4.00▲	3.50
Great Axe of Rage	R	4.00	3.75	3.15
Jack Covit	R	4.50	3.75	3.15
Jolan Yew	R	4.75	4.00	3.50
Kothkah	R	6.25	5.75	4.45
Krun's Strategies	R	3.65	3.25	2.75
Mak and Makob	R	5.50	4.75	3.90
Mass Heal	R	4.25	3.75	3.15
Rhiveth Yao	R	4.75	3.75	3.15
Rhyene	R	4.25	3.75	3.15
Rockhide	R	4.00	4.00	3.50
Snakewyrm	R	6.25	4.25	3.15
Solid Blow	R	4.50	3.75	3.15
Validan	R	11.00	8.50▼	7.00
Vareth	R	5.00	4.00▲	3.50

BETRAYAL (158 cards+50 foils)

Betrayal Set		285.00	280.00▲	270.00
Starter Box		77.00	75.00▲	57.00
Booster Box		80.00	73.00▼	68.00
Starter Deck		9.50	8.75▲	8.25
Booster Pack		3.15	3.00▲	2.65
Foil card		5.00	5.00	4.00
Rare card		3.00	3.00	2.65
Uncommon card		0.65	0.50	0.45
Common card		0.15	0.10	0.10
TOP FOIL CARDS	**RAR**	**UPR**	**MEO**	**LOW**
Behemoth	F	7.00	5.75▲	4.50
Cone of Cold	F	6.50	6.00	4.50
Terrorshard	F	20.00	18.50▼	10.75
Well Supplied	F	6.75	6.50▼	4.75
CARD NAME	**RAR**	**UPR**	**MEO**	**LOW**
Angu Mournwater	R	4.50	4.00▼	3.15
Anneal	R	3.90	3.75▼	3.00
Count Adrian	R	3.90	3.75▼	3.00
Furore	R	3.90	3.75▼	3.00
Mass Hallucination	R	4.00	4.00	3.15
Sir Selenoth	R	3.90	3.75▼	3.00
Terrorshard	R	14.50	14.00▼	8.25
Well Supplied	R	5.00	5.00	3.65

DOMINANCE (158 cards+50 foils)

Dominance Set		215.00	210.00▲	205.00
Starter Box		77.00	74.00	72.00
Booster Box		80.00	74.00▼	70.00
Starter Deck		10.00	9.00▼	7.50
Booster Pack		3.15	3.00	2.70
Foil card		5.00	4.55	3.55
Rare card		3.25	3.00	2.85
Uncommon card		0.65	0.50	0.50
Common card		0.20	0.15	0.10
TOP FOIL CARDS	**RAR**	**UPR**	**MED**	**LOW**
Avatar of Kor	F	5.25	5.00	4.25
Cear's Plan	F	5.75	5.00	4.25
Infernal Designs	F	5.25	5.00	4.25
Kerro	F	5.00	5.00▲	4.05
Mammoth	F	5.00	4.95	4.15
Queen of Lightning	F	6.00	5.00▲	4.05
Scarab	F	5.25	5.00	4.25
Stone of Fortune	F	6.75	5.00	4.25
Veleshan	F	5.25	5.00	4.25
CARD NAME	**RAR**	**UPR**	**MEO**	**LOW**
Adoramus Te	X	5.00	3.75	2.85
Andlewick	R	5.25	3.25	2.85
Avatar of Albrecht	X	3.75	3.00	2.65
Avatar of Amoudosi	R	4.25	3.90	3.40
Avatar of Bone	R	4.50	3.90	3.40
Avatar of Djarat	R	5.00	3.90	3.40
Avatar of Fineltour	X	3.75	3.00	2.45
Avatar of Kavara	X	3.75	3.00	2.45
Avatar of Kor	R	4.25	3.90	3.40
Avatar of Neus	X	3.75	3.00	2.65
Avatar of Sanaa	R	4.50	3.90	3.40
Avatar of Spirit	R	4.50	3.90	3.40
Avatar of Yscar	R	4.25	3.90	3.40
Bershar Nin	X	5.25	3.75	2.85
Byaal Kadapati	X	5.00	3.75	3.05
Jodin Drac	R	5.25	3.90	3.40
Koratcghuk	R	5.00	3.50	2.85
Queen of Lightning	R	6.25	4.90	3.40
Raylor Magicbane	X	5.25	3.75	3.05
Tenacious	R	4.50	3.50	2.85

PROMO CARDS

CARD NAME	SRC	UPR	MED	LOW
Al'drich von Grossynkiir		4.50	4.00	3.60
Around the World in 1 Night	Santa	4.80	3.50	3.00
Bascarite Ring		7.40	7.00	5.90
Black Petre	Santa	4.50	3.50	3.00
Black Wyrm's Egg	TC	5.30	5.00	4.40
Blade Dancer	Santa	6.00	5.00	3.60
Blitzer	Santa	6.30	5.00	3.60
Blue Wyrm's Egg	TC	3.80	3.00	2.90
Boots of Speed	SS	3.10	2.20▲	2.00
Cal Blackborne	SG	4.50	4.00	3.60
Chain the Psyche	TC	3.30	2.20	2.00
Change of Leadership	SG	4.50	4.00	3.60
Chariot	GE	3.80	3.00	2.90
Christophe Kringle	Santa	8.90	8.30▲	7.00
Ciera Eyes-of-Fire	TC	5.30	5.00	4.40
Cloak of Protection	SS	3.50	3.00	2.90
Cloak of Skin		4.50	4.00	3.60
Comet	Santa	6.30	5.00	4.00
Contract Killer	TC	3.80	3.00	2.90
Cookies and Milk	Santa	5.30	5.00	4.80
Crown of Command	SS	3.10	2.20▼	2.00
Crushbone Mace	SS	3.30	2.20▼	2.00
Deck of Many Things	GE	12.00	10.50▼	7.40
Demonslayer	NV	6.60	6.30▼	5.10
Desert Martyr	SG	3.80	3.00	2.90
Down the Chimney	Santa	4.50	4.00	4.00
Eversmoking Bottle	GE	3.30	2.20	2.00
Feigning Death	SG	4.50	4.00	3.60
Forlourne	NV	4.50	4.00	3.60
Gelatinous Wall	NV	5.30	5.00	4.40
Glyph of Healing	SS	4.30	4.00	3.60
Green Wyrm's Egg	TC	3.80	3.00	2.90
Grihilga		5.80	4.50▼	3.60
Helm of Vision	GE	4.50	4.00	3.60
Imperial Amulet	SS	3.30	2.20▼	2.00
Iquitos	CA	4.50	4.00▼	3.60
Jacarra	SG	4.50	4.00	3.60
Kerebrus' Signet		3.80	2.70	2.30
Knives of Betrayal	AS	3.30	2.20▼	2.00
Kringle's Armor	Santa	6.00	5.50	4.80
Kringle's Bag	Santa	5.30	5.00	4.80
Kringle's Sleigh	Santa	5.30	5.00	4.80
Limited Wish	NV	5.30	5.00	4.40
Map of the Back Alleys	SG	4.50	4.00	3.60
Masterwork Armor	AS	3.30	2.20▼	2.00
Mephit	SG	4.50	4.00	3.60
Nightclaw	AA	3.80	3.00	2.90
Pendant of Grandeur	SG	3.80	3.00	2.90
Planar Tides and Currents	SG	3.80	3.00	2.90
Potion of Youth	SG	4.50	4.00	3.60
Punch Daggers	AS	3.30	2.20▼	2.00
Qor-Teth	AA	27.00	25.50	19.25
Ravenwild		4.50	4.00	3.60
Red Wyrm's Egg	TC	5.30	5.00	4.40
Robe of Skin	TC	3.30	2.20	2.00
Robes of Kor	GE	3.30	2.20	2.00
Rod of Absorbtion	AS	3.30	2.20▼	2.00
Rod of Destruction	SG	4.50	4.00	3.60
Rod of Stone	SG	4.50	4.00	3.60
Rod of Striking	SS	3.10	2.20▼	2.00
Ruuslik	NV	6.00	4.00	4.00
Shadowreaver	AA	5.30	5.00	4.40
Siegemaster Kcal'den		18.50	15.00	9.60
Sigil of Ishara	NV	3.30	2.20	2.00
Sir Tython		24.25	24.00▲	22.00
Skincrawler	AA	4.50	4.00	3.60
Slayer's Tome	SS	6.00	5.50▲	4.40
Soul Stealer	SS	3.50	3.00	2.90
Squire's Sash	GE	3.80	3.00	2.90
Storm Dasher	Santa	5.30	4.00	2.90
Swamp Gaunt	NV	4.60	4.00	3.60
Symbol of Kerebrus	SS	3.30	2.20▼	2.00
Thunic Hydra	TC	4.50	4.00	3.60
Tyrgen the Brave	NV	11.25	10.00▼	8.10
Unseen Arrow	AS	4.50	4.00	3.60
White Wyrm's Egg	TC	4.60	4.00	3.60
Winter's Ring	TC	6.00	5.50	4.40
With My Last Breath	SG	4.50	4.00	3.60
Yeti	BT	7.30	5.20▼	3.80

GR="Ghost Rare", UR="Uber Rare", SR="Spirit Rare"

BASE SET (180 cards)

Yu Yu Hakusho Set		560.00	495.00▲	470.00
Starter Box		120.00	100.00▼	95.00
Booster Box		135.00	85.00▲	80.00
Starter Deck		15.00	12.00▲	11.00
Booster Pack		4.35	4.00▲	3.50
Rare card		3.90	3.00	2.75
Common card		0.50	0.25	0.25
Fixed card (X)	X	0.85	0.50	0.40
CARD NAME	**RAR**	**UPR**	**MEO**	**LOW**
A Man's Promise	X	1.00	0.75▲	0.40
All For One and One For All	R	5.00	3.50▲	3.00
Armor of Clay	SR	9.75	6.50	6.00
Banshee Shriek	UR	14.25	9.50▲	7.50
Botan's Healing	X	1.00	0.75▲	0.40
Bui	X	1.00	0.75▲	0.40
Burst of Power	GR	23.00	15.00	13.00
Busted	SR	8.50	7.00	7.00
Chu	X	1.25	1.00▲	0.40
Chu, the Team Captain	UR	16.00	11.00▲	8.00
Circles of Inferno	X	1.00	0.75▲	0.40
Death Plant	UR	12.00	9.50▲	7.50
Demonic Tricks	UR	12.75	9.50▲	7.50
Desperate Decision	X	1.00	0.75▲	0.40
Double Teaming	UR	12.75	9.50▲	7.50
Dr. Ichigaki	X	1.00	0.75▲	0.50
Dragon of the Darkness Flame	SR	9.00	7.25▲	6.75
Elder Toguro	X	1.00	0.75▲	0.40
Feast of Souls	X	1.00	0.75▲	0.40
Fishing Pole	X	1.00	0.75▲	0.40
Genkai, the Young	SR	9.00	7.75▲	6.75
Good Ref	X	1.25	1.00▲	0.40
HALT!	GR	27.00	15.00	13.00
Hiei	X	1.00	0.75▲	0.40
Hiei, the Swordsman	R	6.00	3.25▲	3.00
I'm Callin' You Out!	GR	22.00	15.00	13.00
Jin	R	5.00	3.50▲	3.00
Karasu	X	1.00	0.75▲	0.40
Kayko's Promise	SR	7.75	6.50	6.00
Kitty Love	R	5.00	3.75▲	2.75
Koenma's Opening	X	1.00	0.75▲	0.40
Kurama	X	1.00	0.75▲	0.40
Kuwabara	X	1.00	0.75▲	0.40
Kuwabara, Street Fighter	R	5.25	3.50▲	3.00
"Lucky" Winners	R	4.25	3.50▲	2.75
M1	X	1.00	0.75▲	0.40
M2	X	1.00	0.75▲	0.40
M3	X	1.00	0.75▲	0.40
No Mercy	X	1.00	0.75▲	0.40
Ogre Killer	UR	12.00	9.50▲	7.75
Party Time	SR	8.50	6.50	6.00
Power Slam	X	1.00	0.75▲	0.40
Power Strike	UR	14.50	10.00	7.50
Rando Appears	X	1.00	0.75▲	0.50
Rash Brawling	R	5.00	3.25▲	2.75
Really Big Axe	X	1.00	0.75▲	0.40
Recuperation	UR	12.00	9.50▲	7.50
Reversal	R	4.25	3.50▲	2.75
Rinku	X	1.25	1.00▲	0.40
Risho, Butajiri's Henchman	R	5.25	3.50▲	3.00
Rose Whip	X	1.00	0.75▲	0.40
Roto	X	1.25	1.00▲	0.40
School Girl Outfit	SR	10.00	7.00▲	6.00
Senseless Helmet	X	1.00	0.75▲	0.40
Serpent Yo-Yos	X	1.25	1.00▲	0.40
Shibattou Shining Sword	X	1.00	0.75▲	0.40
Shishi Wakamaru, Soul Stealer	SR	10.00	7.50▲	6.75
Spirit Beast Egg	R	4.25	3.50▲	2.75
Spirit Cuffs	R	5.00	3.50▲	2.75
Spirit Ring	X	1.00	0.75▲	0.40
Spirit Sword Monster Beast Donut	X	1.00	0.75▲	0.40
Substitute	UR	11.25	9.50▲	7.50
Suzaku, Makai Master	UR	14.75	11.00▲	9.75
Suzuka	R	4.25	3.25▲	3.00
Sword of the Darkness Flame	UR	10.50	9.25▲	7.50
The Genkai Bunch	SR	8.25	7.50▲	7.00
Tornado Fists	R	5.00	3.50▲	2.75
Touya, the Ice Master	SR	9.75	7.50▲	6.75
Trace-Eyes	R	4.25	3.50▲	2.75
Younger Toguro	X	1.00	0.75▲	0.40
Younger Toguro, Latent Warrior	GR	28.00	16.00▲	13.00
Yusuke	X	1.00	0.75▲	0.40
Yusuke, Resurrected	R	6.00	4.00▲	3.00
Zeru	X	1.25	1.00▲	0.40

TOURNAMENT PACK (23 cards)

Note: All cards but commons are foil.

Tournament Pack (5 cards)		4.90	4.80▼	2.40
CARD NAME	**RAR**	**UPR**	**MEO**	**LOW**
Angel Blades	SR	10.00	9.00	9.00
Bakken	C	1.00	0.50	0.50
Batting Practice	C	1.00	0.50	0.50
Befriend	C	1.00	0.50	0.50
Byakko	R	5.00	4.50▲	4.00
Death of a Hero	R	5.00	4.50▲	4.00
Genbu	C	1.00	0.50	0.50
Gouki	C	1.00	0.50	0.50
Grand Victory	SR	8.75	8.50▲	8.00
Headband of Love	SR	8.75	8.50▲	8.00
Ice Blade	UR	22.00	20.00	20.00
Katana	UR	18.00	18.00▲	16.50
Kurama, Reformed Demon	R	6.50	6.00▲	5.25
Lost	R	5.00	5.00▲	4.50
Makintaro	C	1.00	0.50	0.50
Orb of Baast	GR	55.00	45.00	45.00
Prism Storm of Torment	C	1.00	0.50	0.50
Rose Whip Thorn Wheel	R	5.00	4.50	4.50
Seiryu	C	1.00	0.50	0.50
Shinobi of the Spirit World	C	1.00	0.50	0.50
Slice, Dice, and Incise	C	1.00	0.50	0.50
The White Mist	R	5.00	4.50	4.50
Unconsious	C	1.00	0.50	0.50

PROMO CARDS

Epic Tales (demo decks)	GR	33.00	8.00▲	7.50
Genkai	pr	18.50	5.75▲	3.25
Sacrifice of Life	pr	8.00	6.00▲	3.30
Singing Potential (DVD insert)	pr	10.00	8.00▲	6.00
Verruka	pr	8.00	6.00▲	5.50

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

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Creepy Freaks

No Rank or Rarity levels in set

#	FIGURE NAME	UPR	MED	LDW
	Creepy Freaks Set	130.00	115.00▼	100.00
	Starter Pack	12.00	12.00	12.00
	Booster Pack	5.50	4.75▼	4.15
	Creepy Freaks figure	3.00	2.50▲	2.00
50	Barbi Q	5.25	4.75▼	4.05
14	Bingo	3.00	3.00▲	2.25
21	Bo Oger	3.00	3.00▲	2.50
54	Chester	4.00	3.00▲	2.00
38	Creepy	3.00	3.00	3.00
36	Curdles	3.00	3.00▲	2.25
46	Drippy the Pusman	4.05	4.00	4.00
51	Eyesore	3.50	3.00▲	2.50
32	Finhead	3.00	3.00	3.00
13	Fluffy	3.00	3.00▲	2.00
6	Frosty the Snotman	4.00	3.65▼	3.05
47	Head Bone	3.00	3.00▲	2.25
56	Jar-Head	4.75	4.00	3.15
30	John	3.00	3.00	2.25
1	Lucas	4.05	4.00▲	2.50
52	Monster under the Bed	4.00	4.00▲	3.15
44	Precious	3.00	3.00	3.00
49	SBD	5.00	4.00	3.20
53	Skelehomie	4.70	3.50▼	3.00
48	Socket	3.00	3.00▲	2.25
35	Sour Milk	4.00	3.00	2.50
33	Sox	3.00	3.00	3.00
3	Spitty Cat	3.00	3.00	3.00
12	T.E.D.D.Y.	4.50	3.00	3.00
16	Thump	3.00	3.00	3.00
55	Vampappy	5.50	5.00▲	3.50
40	Von Klank	3.20	3.00	3.00
39	Von Klink	3.20	3.00	3.00

Dungeons & Dragons

HARBINGER (80 figures)

#	CARD NAME	RAR	UPR	MED	LDW
	Harbinger Set		390.00	360.00▲	335.00
	Starter Pack		22.00	20.00	20.00
	Booster Pack		11.00	10.00	10.00
	Rare figure		9.50	6.50	5.75
	Uncommon figure		3.00	3.00	2.00
	Common figure		1.15	1.00	1.00
15	Arcane Archer	R	11.25	10.00	8.00
40	Bearded Devil	R	11.25	10.00▲	7.00
17	Centaur	R	10.00	8.00▲	6.75
18	Cleric of Corellon Larethian	R	8.75	8.00	8.00
41	Displacer Beast	R	10.00	8.25▲	5.75
61	Drow Cleric of Lolth	R	11.50	10.00	9.50
7	Hound Archon	R	10.00	8.50▲	6.00
45	Human Blackguard	R	11.00	8.00▲	5.75
9	Large Earth Elemental	R	10.00	8.00▲	5.75
69	Large Fire Elemental	R	11.50	10.00	8.75
49	Medusa	R	9.75	7.75	6.25
50	Mind Flayer	R	12.00	10.00	7.50
70	Minotaur	R	12.00	10.50	10.00
51	Mummy	R	10.25	9.25▲	7.50
71	Ogre	R	12.00	11.00▲	9.00
54	Owlbear	R	10.25	8.00	6.00
36	Shambling Mound	R	10.50	9.50▲	7.50
12	Sword of Heironeous	R	10.00	8.75▲	8.00
38	Thri-Kreen Ranger	R	9.50	7.50	6.25
77	Troll	R	10.75	10.00	8.25
78	Umber Hulk	R	12.25	9.50▲	8.25
29	Vadania, Half-Elf Druid	R	10.00	8.00	7.50
53	Wraith	R	9.75	8.00▲	6.50

DC HeroClix

R=Rookie; E=Experienced; V=Veteran; U=Unique
1=most common; 6=most rare

HYPERTIME (130 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Hypertime Set		215.00	200.00	150.00
	Hypertime Starter Pack		18.00	16.50▼	16.00
	Hypertime Booster Pack		7.00	6.00▼	5.50
	Rarity 1 figure		1.00	1.00▲	0.75
	Rarity 2 figure		1.70	1.50	1.40
	Rarity 3 figure		2.50	2.00▼	1.50
	Rarity 4 figure		3.25	3.00▼	2.50
	Rarity 5 figure		5.00	4.75▼	3.95
54	Aquaman	V/4	4.00	3.75	3.00
92	Bane	E/4	4.00	3.65▼	3.00
106	Batman	R/3	3.65	3.00	2.80
107	Batman	E/4	4.75	4.10	3.75
108	Batman	V/5	7.00	5.75▲	5.00
129	Batman	U/6	30.00	28.00▼	22.00
118	Brainiac 13	R/3	3.00	2.85▼	2.00
119	Brainiac 13	E/4	4.00	4.00	3.00
37	Catwoman	R/2	2.00	1.90▲	1.50
38	Catwoman	E/3	3.00	2.50	2.35
39	Catwoman	V/4	4.15	3.90▲	3.45
127	Catwoman	U/6	28.00	25.00▼	18.00
9	Checkmate Agent	V/3	3.00	2.50	2.00
12	Checkmate Medic	V/3	3.00	2.50	2.35
124	Commissioner Gordon	U/6	23.00	20.00▼	19.00
123	Darkseid	U/6	25.00	24.00▼	21.00
122	Desaad	U/6	18.00	15.00▼	14.00
103	Flash	R/3	3.00	2.75▼	2.00
104	Flash	E/4	4.00	3.65▼	3.00
128	Flash	U/6	28.00	25.00	23.00
3	Gotham Policeman	V/3	3.00	2.65▼	2.35
36	Harley Quinn	V/4	4.00	3.50▼	3.00
32	Hawkman	E/3	3.00	2.50	2.00
33	Hawkman	V/4	4.00	3.65	3.00
14	Intergang Agent	E/2	2.00	1.75▲	1.50
15	Intergang Agent	V/3	3.00	2.50	2.00
17	Intergang Medic	E/2	2.00	1.75▲	1.50
18	Intergang Medic	V/3	3.00	2.50	2.00
97	Joker	R/3	3.00	2.95	2.00
98	Joker	E/4	4.05	4.00	3.00
126	Joker	U/6	25.00	25.00	21.00
21	Lackey	V/3	3.00	2.50	2.00
6	Metropolis SCU	V/3	3.00	2.60▼	1.90
62	Nightwing	E/4	4.05	3.50▼	2.75
121	Parasite	U/6	17.00	16.50▼	15.00
43	Riddler	R/2	2.00	1.80▲	1.50
44	Riddler	E/3	3.00	2.50	2.00
45	Riddler	V/4	4.00	3.50▲	3.00
29	Robin	E/2	2.50	2.00▲	1.65
30	Robin	V/3	3.25	3.00	2.35
109	Superman	R/3	3.65	3.15▲	3.00
110	Superman	E/4	5.00	4.50	4.10
111	Superman	V/5	12.00	7.00▲	5.50
130	Superman	U/6	35.00	28.00▲	23.00
125	The Key	U/6	16.50	15.00▼	14.50

COSMIC JUSTICE (96 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Cosmic Justice Set		310.00	250.00▼	240.00
	Booster Pack		7.00	7.00	5.75
	Rarity 1 figure		1.00	1.00	0.50
	Rarity 2 figure		2.00	2.00	0.75
	Rarity 3 figure		3.00	3.00	1.00
	Rarity 4 figure		4.00	4.00	3.00
	Rarity 5 figure		5.00	5.00	5.00
88	Amazo	U/6	26.00	22.00▲	17.75
94	Batgirl	U/6	22.00	20.00	18.50
95	Batman (Vampire)	U/6	28.00	25.00	24.00
86	Bizarro	U/6	25.00	18.25	16.00
87	Brother Blood	U/6	18.50	15.25▼	14.50
93	Catgirl	U/6	22.00	20.00	18.50
91	Despero	U/6	20.00	18.00	16.00
90	Eclipso	U/6	19.00	16.00▼	15.75
39	Green Arrow	V/4	5.00	4.80▲	4.00
83	Green Lantern	E/4	5.75	4.25▲	4.00
84	Green Lantern	V/5	8.00	5.25	5.00
89	Lex Luthor	U/6	20.00	20.00	15.00
85	Martian Manhunter	U/6	28.00	24.00▲	21.00
92	Mordru	U/6	21.00	16.50▲	15.25
96	Superman	U/6	31.00	28.00▲	26.00
77	Wonder Woman	E/4	5.00	4.50▲	4.00
78	Wonder Woman	V/5	9.50	6.75▲	5.00

SPECIAL SETS & INDIVIDUAL FIGURES

#	FIGURE NAME	SET	UPR	MED	LOW
	Hypertime Premier Box		25.00	25.00	24.00
D01	Sinestro		18.00	18.00	18.00
BM1	Batman	pr	19.00	15.00	15.00
131	Carter Hall	HT	20.00	15.00	15.00
132	Dr. Harleen Quinzel	HT	15.00	12.00	11.75
133	Selina Kyle	HT	21.00	20.00	18.00
134	Kirk Langstrom	HT	13.50	12.00	10.00
135	Eddie Nashton	HT	18.25	15.00	13.50
136	Jervis Tetch	HT	14.75	10.00	10.00
137	Thomas Oscar Morrow	HT	11.00	9.00▲	8.00
138	Arthur Curry	HT	26.00	23.00	20.00
139	Ted Kord	HT	45.00	35.00▼	25.00
140	Michael Jon Carter	HT	30.00	23.00▼	19.50
141	Superman	HT	28.00	25.00	22.00
201	Little Sure Shot	CJ	17.25	16.50▲	14.00
202	4-Eyes	CJ	16.25	12.75▲	11.50
203	Pharzoof	CJ	27.00	17.25▲	12.25
204	Valinus	CJ	15.50	13.00▲	11.50
205	Hope	CJ	16.25	14.50▲	11.75
206	Eddie Carlin	CJ	39.00	22.00▼	14.25
207	Gen. Frank Rock	CJ	25.00	18.25	16.50
208	Oswald Cobblepot	CJ	27.00	23.00▲	19.75
209	Manhunter 2.0	CJ	21.00	19.50▼	15.00
210	Hippolyta Trevor-Hall	CJ	19.75	18.00	15.50
211	Pamela Isley	CJ	26.00	18.25▲	17.75
212	Dinah Lance	CJ	32.00	25.00▲	18.00
213	Oliver Queen	CJ	31.00	26.00▲	22.00
214	Donna Troy	CJ	23.00	18.00	17.75
215	Rokk Krinn	CJ	25.00	18.00	17.25
216	Garth Ranzz	CJ	22.00	20.00	20.00
217	Imra Ardeen	CJ	23.00	18.50▲	18.00
218	Yrra Cynril	CJ	50.00	38.00▼	27.00
219	Zatanna Zatara	CJ	19.25	18.50▼	16.50
220	Sandra Wu-San	CJ	16.50	16.00	15.75
221	Green Lantern (phasing)	CJ	20.00	19.50▼	18.50
222	Atom	CJ	34.00	29.00▲	25.00
223	Plastic Man	CJ	32.00	28.00▲	25.00

Indy HeroClix

INDY HEROCLIX (96 figures+24 alts.)

Figure #s 37e-60e are available in European release only, replacing U.S. figures #37-60.
R=Rookie; E=Experienced; V=Veteran; U=Unique
Rarity: 1=most common; 6=most rare

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Indy HeroClix Set		367.75	342.75▼	290.50
	Starter Pack		20.00	20.00	18.50
	Booster Pack		7.10	7.00	6.60
	Rarity 1 figure		1.00	1.00	0.80
	Rarity 2 figure		2.00	1.80	1.30
	Rarity 3 figure		3.00	2.50	2.00
	Rarity 4 figure		4.00	3.30▼	3.00
	Rarity 5 figure		5.20	4.50▼	4.00
74	Abbey Chase	E/4	4.00	4.00	3.00
75	Abbey Chase	V/5	6.00	5.30▼	5.00
90	Abbey Chase	U/6	26.75	25.00	21.50
94	Angelus	U/6	25.00	22.00	19.00
27	Aphrodite IX	V/3	3.20	3.00	2.00
38	Arwyn	E/3	3.00	3.00	2.00
39	Arwyn	V/4	4.30	4.00	3.90
86	Arwyn	U/6	20.75	19.00▼	17.25
38e	Brit City Judge	E/3	5.00	3.20▼	2.00
39e	Brit City Judge	V/4	10.00	4.30▼	3.30
96	Cyblade	U/6	22.00	17.25▲	16.00
81	Death Demon	V/5	5.00	5.00	3.00
88	Hecate	U/6	22.00	17.25▲	16.00
67	Hellboy	R/3	3.00	3.00	2.00
68	Hellboy	E/4	5.00	4.00	3.30
69	Hellboy	V/5	7.00	5.80▲	5.00
87	Hellboy	U/6	30.75	25.00▲	22.00
91	Judge Anderson	U/6	24.25	22.00	19.00
92	Judge Death	U/6	26.50	25.00▲	22.00
70	Judge Dredd	R/3	3.00	3.00	2.00
71	Judge Dredd	E/4	4.30	4.00	3.00
72	Judge Dredd	V/5	5.30	5.00	5.00
59e	Judge Fear	E/3	5.00	3.20▼	2.00
60e	Judge Fear	V/4	10.00	4.30▼	3.30
53e	Judge Fire	E/3	5.00	3.20▼	2.00
54e	Judge Fire	V/4	10.00	4.30▼	3.30
56e	Judge Mortis	E/3	5.00	3.20▼	2.00
57e	Judge Mortis	V/4	10.00	4.30▼	3.30
78	Kabuki	V/5	5.00	5.00	4.00
30	Magdalena	V/3	3.20	3.00	2.00
53	Major Maxim	E/3	3.00	3.00	2.00
54	Major Maxim	V/4	4.00	4.00	3.00
50e	Nemesis	E/3	5.00	3.20▼	2.00
51e	Nemesis	V/4	10.00	4.30▼	3.30
85	Samandahl Rey	U/6	20.00	16.25▼	16.00
12	Scarab	V/3	3.00	3.00	2.00
59	Shi	E/3	3.00	3.00	2.00
60	Shi	V/4	4.30	4.00	3.90
89	Shi	U/6	23.50	22.00	18.00
95	Siamese	U/6	21.50	17.25▲	16.00
41e	Stix	E/3	5.00	3.20▼	2.00
42e	Stix	V/4	10.00	4.30▼	3.30
47	The Darkness	E/3	3.00	3.00	2.00
48	The Darkness	V/4	4.30	4.00	3.90
15	Tiger Lily	V/3	3.00	3.00	2.00
47e	Torquemada	E/3	5.00	3.20▼	2.00
48e	Torquemada	V/4	10.00	4.30▼	3.30
64	Witchblade	R/3	3.00	3.00	2.00
65	Witchblade	E/4	4.00	4.00	3.00
66	Witchblade	V/5	5.20	5.00	5.00
93	Witchblade	U/6	30.00	26.00	21.50
44e	Wulf Stemhammer	E/3	5.00	3.20▼	2.00
45e	Wulf Stemhammer	V/4	10.00	4.30▼	3.30

#	FIGURE NAME	SET	UPR	MED	LOW
	Johnny Alpha	pr	17.00	15.00▼	11.00
	Judge Dredd	pr	17.25	15.50▼	15.00
201	Princess Ashleigh	IN	23.00	18.00▼	14.75
203	Bajounte-Ka	IN	20.00	14.75▼	13.25
204	Keiko	IN	21.00	18.75	16.75
206	Spec Ops Savage	IN	17.25	15.75	15.25
210	Sister Magdalena	IN	17.50	16.75	16.50
211	Masahiro Arashi	IN	19.25	16.75	13.75
212	Lobster Johnson	IN	24.00	22.00▼	21.00
221	Witchblade	IN	31.00	25.00▼	20.00
222	Boon	IN	16.75	15.25	11.25
223	Arwyn	IN	16.75	15.25▲	14.75

Marvel HeroClix

R=Rookie; E=Experienced; V=Veteran; U=Unique
Rarity: 1=most common; 6=most rare

INFINITY CHALLENGE (150 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LDW
	Infinity Challenge Set		300.00	240.00▼	155.00
	Infinity Challenge Starter Pack		20.00	20.00	17.00
	Infinity Challenge Booster Pack		7.25	7.00	5.75
	Rarity 1 figure		1.00	0.75	0.75
	Rarity 2 figure		2.00	1.50	1.00
	Rarity 3 figure		2.65	2.25▼	1.75
	Rarity 4 figure		3.50	3.00▼	3.00
	Rarity 5 figure		5.50	5.00	4.00
64	Annihilus	R/2	2.00	1.75▲	1.50
65	Annihilus	E/3	3.00	3.00	2.00
66	Annihilus	V/4	4.25	4.00	3.75
27	Blade	V/3	3.00	2.75▼	2.00
41	Boomerang	E/3	3.00	2.50	1.00
42	Boomerang	V/4	4.25	3.40▼	2.75
100	Bullseye	R/3	3.00	2.50	2.00
101	Bullseye	E/4	4.25	3.50▼	2.75
67	Captain America	R/3	3.00	2.75▼	2.00
68	Captain America	E/4	4.65	4.00	3.00
148	Captain America	U/6	21.00	18.50▼	17.00
147	Cyclops	U/6	21.00	18.00▼	15.50
124	Dr. Strange	R/3	3.00	2.65▼	2.00
125	Dr. Strange	E/4	4.25	3.40▼	3.00
144	Elektra	U/6	16.50	15.00▼	15.00
136	Firelord	R/3	3.65	3.00	2.40
137	Firelord	E/4	4.50	4.00	3.00
18	Henchman	V/3	3.00	2.50	2.00
53	Hobgoblin	E/3	3.00	2.65▼	2.00
58	Hulk	R/2	2.20	1.75▲	1.50
59	Hulk	E/3	3.80	3.00	2.90
60	Hulk	V/4	5.00	4.95	4.00
12	Hydra Medic	V/3	3.00	2.50	2.00
9	Hydra Operative	V/3	3.00	2.50	2.00
50	Jean Grey	E/3	3.25	3.00	2.00
51	Jean Grey	V/4	4.25	4.00	3.00
146	Juggernaut	U/6	19.25	16.25▼	15.25
44	Kingpin	E/3	3.00	2.50	2.00
45	Kingpin	V/4	4.25	3.40▼	2.75
127	Magneto	R/3	3.15	3.00	2.90
128	Magneto	E/4	4.75	4.00▼	3.50
129	Magneto	V/5	6.00	5.50▼	5.00
142	Nightmare	U/6	22.00	15.00	14.25
145	Professor Xavier	U/6	19.50	17.25▼	15.00
140	Quasar	U/6	22.00	19.75▲	16.50
121	Rogue	R/3	3.00	2.75▼	2.25
122	Rogue	E/4	4.00	4.00	3.00
56	Sabretooth	E/3	3.00	2.65▼	2.00
57	Sabretooth	V/4	4.25	4.00	3.00
3	SHIELD Agent	V/3	3.00	2.50	2.00
6	SHIELD Medic	V/3	3.00	2.50	2.00
21	Skrull Agent	V/3	3.00	2.50	2.00
24	Skrull Warrior	V/3	3.00	2.50	2.00
70	Spider-Man	R/3	3.00	2.70▼	2.00
71	Spider-Man	E/4	5.00	4.00▼	3.00
72	Spider-Man	V/5	7.00	5.75	5.00
150	Spider-Man	U/6	29.00	26.00	22.00
141	Thanos	U/6	30.00	29.00▼	25.00
15	Thug	V/3	3.00	2.50	2.00
133	Ultron	R/3	3.00	2.75▼	2.00
134	Ultron	E/4	4.50	4.00	3.50
139	Vision	U/6	25.00	25.00	22.00
47	Vulture	E/3	3.00	2.65▼	1.80
48	Vulture	E/4	4.25	3.40▼	2.85
143	Wasp	U/6	18.00	16.00▼	15.00
30	Wolfsbane	V/3	3.00	2.65▼	2.00
73	Wolverine	R/3	2.75	2.50▼	2.00
149	Wolverine	U/6	25.00	22.00	20.00

CLOBBERIN' TIME (96 figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Clobberin' Time Set		300.00	280.00	240.00
	Booster Pack		7.50	7.00▼	6.25
	Rarity 1 figure		1.00	1.00	0.75
	Rarity 2 figure		2.00	1.50	1.00
	Rarity 3 figure		3.00	3.00▲	2.00
	Rarity 4 figure		4.00	4.00	4.00
	Rarity 5 figure		5.00	5.00	4.50
23	Black Cat	E/2	2.60	2.00	2.00
55	Black Widow	R/2	2.00	2.00	1.00
58	Blastaar	R/2	2.00	2.00	1.50
28	Doombot	R/1	1.80	1.50▲	1.00
29	Doombot	E/2	2.95	2.00	1.50
75	Dr. Doom	V/5	9.50	8.00	5.50
40	Elektra	R/2	2.00	2.00	1.00
96	Enchantress	U/6	21.00	18.00	17.50
52	Hawkeye	R/2	2.00	2.00	1.50
49	Human Torch	R/2	2.00	2.00	2.00
51	Human Torch	V/4	6.00	4.50▲	4.00
43	Invisible Girl	R/2	2.95	2.00	2.00
45	Invisible Woman	V/4	6.00	4.75▲	4.00
69	Logan	V/5	8.00	5.50▼	4.90
95	Medusa	U/6	20.00	18.00▲	14.50
89	Mojo	U/6	21.00	18.50	18.00
87	Moondragon	U/6	21.00	19.00	17.25
94	Mr. Fixit	U/6	26.00	21.00	17.75
86	Nick Fury	U/6	21.00	20.00	19.00
85	Nightcrawler	U/6	67.00	50.00▲	30.00
91	Red Skull	U/6	27.00	25.00	21.00
88	Spider-Man	U/6	29.00	27.00▼	25.00
92	Spiral	U/6	21.00	19.50▼	17.75
90	Super Skrull	U/6	22.00	20.00	18.25
46	Thing	R/2	2.95	2.00	2.00
48	Thing	V/4	5.00	4.50▲	4.00
63	Thor	V/5	7.00	6.00	5.00
93	Titania	U/6	19.50	18.00	15.50
26	Yellowjacket	E/2	2.00	2.00	2.00

XPLOSION (96 figures)

#	FIGURE NAME	RK/R	UPR	MED	LDW
	Xplosion Set		285.00	275.00▲	220.00
	Booster Pack		7.00	6.75▼	6.25
	Rarity 1 figure		1.00	0.90	0.70
	Rarity 2 figure		2.00	1.50	1.00
	Rarity 3 figure		3.00	2.50	2.00
	Rarity 4 figure		4.20	4.00	3.40
	Rarity 5 figure		5.75	5.00	4.00
88	Apocalypse	U/6	29.00	24.00	24.00
55	Beast	R/2	2.00	2.00	1.50
56	Beast	E/3	3.00	3.00	2.00
81	Colossus	V/5	6.50	6.00	5.00
87	Deathbird	U/6	21.00	18.50▲	17.00
43	Doc Samson	R/2	2.00	2.00	1.50
44	Doc Samson	E/3	3.00	3.00	2.00
86	Elektra	U/6	22.00	18.00	16.00
72	Gambit	V/5	6.00	5.50▼	5.00
89	Green Goblin	U/6	24.00	22.00	21.00
94	(Savage) Hulk	U/6	35.00	28.00▼	26.00
37	Iceman	R/2	2.00	2.00	1.50
38	Iceman	E/3	3.00	3.00	2.50
76	Iron Man	R/3	3.00	3.00	2.00
78	Iron Man	V/5	7.00	5.75▲	5.00
92	Lady Deathstrike	U/6	22.00	18.75▲	15.50
29	Mystique	E/2	2.35	2.00	1.50
30	Mystique	V/3	3.30	3.00	2.50
95	Phoenix	U/6	28.00	26.00	24.00
58	Psylocke	R/2	2.00	2.00	1.50
59	Psylocke	E/3	3.00	3.00	2.50
91	Sauron	U/6	23.00	20.00▲	17.00
85	Shadowcat	U/6	21.00	20.00	15.75
93	Spider-Man	U/6	31.00	26.00	24.00
84	Storm	V/5	6.00	5.75▲	5.50
90	The Leader	U/6	21.00	15.00	15.00
96	Weapon X	U/6	27.00	23.00▲	21.00

CRITICAL MASS (96 figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Critical Mass Set		350.00	345.00	335.00
	Booster Pack		7.00	7.00	6.75
82	Absorbing Man	R/3	3.00	2.50	2.50
83	Absorbing Man	E/4	4.00	3.50	3.50
84	Absorbing Man	V/5	5.00	5.00	5.00
87	Adam Warlock	U/6	20.00	16.00	15.00
40	Archangel	R/2	2.00	2.00	1.50
41	Archangel	E/3	3.00	3.00	2.50
42	Archangel	V/4	4.00	4.00	3.50
94	Beta Ray Bill	U/6	25.00	16.00	14.00
58	Brood Queen	R/2	2.00	1.50	1.50
59	Brood Queen	E/3	3.00	2.50	2.50
60	Brood Queen	V/4	4.00	3.50	3.50
4	Brood Warrior	R/1	1.00	1.00	0.75
5	Brood Warrior	E/2	2.00	2.00	1.50
6	Brood Warrior	V/3	3.00	3.00	2.50
28	Calypso	R/1	1.00	1.00	0.75
29	Calypso	E/2	2.00	2.00	1.50
30	Calypso	V/3	3.00	3.00	2.50
86	Captain Marvel	U/6	28.00	25.00	21.00
22	Corsair	R/1	1.00	1.00	0.75
23	Corsair	E/2	2.00	2.00	1.50
24	Corsair	V/3	3.00	3.00	2.50
34	Daredevil	R/1	1.00	1.00	0.75
35	Daredevil	E/2	2.00	2.00	1.50
36	Daredevil	V/3	3.00	3.00	2.50
64	Diablo	R/3	3.00	2.50	2.50
65	Diablo	E/4	4.00	3.50	3.50
66	Diablo	V/5	5.00	5.00	5.00
92	Dormammu	U/6	20.00	15.00	14.00
13	Dreadnought	R/1	1.00	1.00	0.75
14	Dreadnought	E/2	2.00	2.00	1.50
15	Dreadnought	V/3	3.00	3.00	2.50
31	Elektra	R/1	1.00	1.00	0.75
32	Elektra	E/2	2.00	2.00	1.50
33	Elektra	V/3	3.00	3.00	2.50
16	Hepzibah	R/1	1.00	1.00	0.75
17	Hepzibah	E/2	2.00	2.00	1.50
18	Hepzibah	V/3	3.00	3.00	2.50
95	Hulk	U/6	30.00	28.00	23.00
43	Kraven	R/2	2.00	2.00	1.50
44	Kraven	E/3	3.00	3.00	2.50
45	Kraven	V/4	4.00	4.00	3.50
7	Kree Warrior	R/1	1.00	1.00	0.75
8	Kree Warrior	E/2	2.00	2.00	1.50
9	Kree Warrior	V/3	3.00	3.00	2.50
37	Magick	R/2	2.00	2.00	1.50
38	Magick	E/3	3.00	3.00	2.50
39	Magick	V/4	4.00	4.00	3.50
19	Marrow	R/1	1.00	1.00	0.75
20	Marrow	E/2	2.00	2.00	1.50
21	Marrow	V/3	3.00	3.00	2.50
56	Meteorite	E/3	3.00	3.00	2.50
57	Meteorite	V/4	4.00	4.00	3.50
49	Mole Man	R/2	2.00	1.50	1.50
50	Mole Man	E/3	3.00	2.50	2.50
51	Mole Man	V/4	4.00	3.50	3.50
1	Moloid	R/1	1.00	0.75	0.75
2	Moloid	E/2	2.00	1.50	1.50
3	Moloid	V/3	3.00	2.50	2.50
25	Moon Knight	R/1	1.00	0.75	0.75
26	Moon Knight	E/2	2.00	1.50	1.50
27	Moon Knight	V/3	3.00	3.00	2.50
55	Moonstone	R/2	2.00	1.50	1.50
90	Morgan Le Fay	U/6	20.00	16.00	15.00
52	Nebula	R/2	2.00	1.50	1.50
53	Nebula	E/3	3.00	2.50	2.50
54	Nebula	V/4	4.00	3.50	3.50
93	Nova	U/6	20.00	17.00	15.00
61	Patch	R/3	3.00	2.50	2.50
62	Patch	E/4	4.00	3.50	3.50
63	Patch	V/5	5.00	5.00	5.00
46	Rhino	R/2	2.00	2.00	1.50
47	Rhino	E/3	3.00	3.00	2.50
48	Rhino	V/4	4.00	4.00	3.50
88	Ronan the Accuser	U/6	20.00	15.00	15.00
10	S.W.A.T. Heavy Weapons	R/1	1.00	1.00	0.75
11	S.W.A.T. Heavy Weapons	E/2	2.00	2.00	1.50
12	S.W.A.T. Heavy Weapons	V/3	3.00	3.00	2.50
79	Selene	R/3	3.00	2.50	2.50
80	Selene	E/4	4.00	3.50	3.50
81	Selene	V/5	5.00	5.00	5.00
89	Sersi	U/6	20.00	16.00	14.00
96	Silver Surfer	U/6	41.00	30.00	24.00
67	Spider-Man	R/3	3.00	2.50	2.50

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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Marvel HeroClix/LotR TMG/Mage Knight

#	Figure Name	RK/R	UPR	MED	LOW
68	Spider-Man	E/4	4.00	3.50	3.50
69	Spider-Man	V/5	5.00	5.00	5.00
91	Terrax	U/6	25.00	20.00	15.00
73	Ulik	R/3	3.00	2.50	2.50
74	Ulik	E/4	4.00	3.50	3.50
75	Ulik	V/5	5.00	5.00	5.00
76	Umar	R/3	3.00	2.50	2.50
77	Umar	E/4	4.00	3.50	3.50
78	Umar	V/5	5.00	5.00	5.00
70	Venom	R/3	3.00	2.50	2.50
71	Venom	E/4	4.00	3.50	3.50
72	Venom	V/5	5.00	5.00	5.00
85	Warbird	U/6	26.00	18.00	15.25
	Total		535.00	457.00	405.25

SETS & INDIVIDUAL FIGURES

#	PROMO FIGURES	SET	UPR	MED	LOW
	Inf. Challenge Premier Box		25.00	25.00	21.00
	Sentinel		18.75	15.00	15.00
SM1	Spider-Man	pr	15.00	15.00▲	11.00
151	Gabriel Jones	IC	18.25	17.00	14.25
152	Tia Senyaka	IC	45.00	39.00▼	32.00
153	Operative #128	IC	12.00	9.50▲	7.75
154	Medic #519	IC	15.00	13.75	12.00
155	Knuckles	IC	12.00	12.00	10.00
156	Joey the Snake	IC	12.00	10.00	7.75
157	Nenora	IC	10.00	10.00	10.00
158	Raksor	IC	16.00	15.00	12.00
159	Blade	IC	13.50	12.00	11.50
160	Rahne Sinclair	IC	12.00	11.25▼	10.00
161	Frank Schlichting	IC	10.00	10.00▲	8.00
162	Fred Myers	IC	25.00	19.00▲	16.00
163	Wilson Fisk	IC	16.50	15.00▲	13.50
164	Adrian Toomes	IC	27.00	25.00▲	16.75
165	Jean Grey	IC	40.00	35.00▲	26.00
166	Ned Leeds	IC	35.00	28.00	25.00
167	Victor Creed	IC	85.00	71.00▼	65.00
168	Bruce Banner	IC	92.00	69.00▼	58.00
169	Philip Masters	IC	39.00	32.00	21.00
170	Annihilus	IC	76.00	55.00▲	47.00
171	Wolverine	IC	25.00	25.00	25.00
172	Yellowjacket	IC	30.00	29.00▲	25.00
173	Ant-Man	IC	33.00	30.00	29.00
199	Hulk	IC	31.00	30.00	24.00
101	Clay Quartermain	CT	21.00	20.00	16.00
102	Laura Brown	CT	39.00	35.00▲	14.00
103	Agent Beaulieu	CT	15.00	15.00	15.00
104	George Tarleton	CT	18.00	16.00	12.00
105	Scientist Supreme	CT	27.00	17.75▼	14.00
106	Paibok	CT	15.00	14.00▼	11.50
107	Rachel Van Helsing	CT	16.75	15.00▼	13.50
108	Felicia Hardy	CT	40.00	34.00▲	19.75
109	Rita DeMara	CT	20.00	20.00	16.25
110	Doctor Doom	CT	53.00	45.00▲	37.00
111	Dominic Petros	CT	20.00	19.00▼	14.00
112	Fred J. Dukes	CT	25.00	22.00	18.00
113	Mortimer Toynbee	CT	17.50	16.50	15.50
114	Elektra Natchios	CT	21.00	19.50▼	18.25
115	Sue Storm	CT	35.00	30.00▼	25.00
116	Benjamin J. Grimm	CT	35.00	32.00	29.00
117	Johnny Storm	CT	39.00	35.00▲	26.00
118	Clint Barton	CT	32.00	29.00▼	20.00
119	Natasha Romanoff	CT	25.00	20.00▲	15.75
120	Blastaar of Baluur	CT	80.00	47.00▲	16.25
201	Sarah St. John	XP	19.50	16.50▼	15.00
202	Kirigi	XP	18.75	15.00▼	15.00
203	Elektra	XP	20.00	20.00	18.50
204	Sammy Liebman	XP	15.00	14.50▼	13.25
205	Frank Gunzer	XP	15.00	14.50▼	13.50
206	Jane Foster	XP	65.00	52.00▲	45.00
207	Mary Walker	XP	21.00	17.75▼	15.00
208	Irene Adler	XP	68.00	57.00	19.00
209	Tabitha Smith	XP	18.75	15.00▼	15.00
210	Raven Darkholme	XP	21.00	18.00▼	15.00
211	Madame Hydra	XP	23.00	19.00▼	15.25
212	Kitty Pryde	XP	29.00	25.00▼	24.00
213	Bobby Drake	XP	30.00	28.00	26.00
214	Whitney Frost	XP	24.00	18.25▼	15.25
215	Dr. Leonard Samson	XP	60.00	36.00	18.00
216	Mac Gargan	XP	41.00	29.00▼	15.00
217	Emil Bronsky	XP	24.00	17.50▼	15.00
218	Dimitri Bukharin	XP	38.00	35.00▲	30.00
219	Hank McCoy	XP	40.00	35.00▼	31.00
220	Betsy Braddock	XP	66.00	45.00	32.00
201	Val-or	CM	25.00	20.00	18.00
206	Hepzibah	CM	25.00	25.00	22.00
207	Sarah	CM	25.00	20.00	20.00
208	Major Christopher Summers	CM	30.00	25.00	23.00
210	Calypso Ezili	CM	30.00	25.00	20.00
214	Warren Worthington III	CM	35.00	32.00	26.00
215	Sergei Kravinov	CM	50.00	40.00	26.00
218	Nebula	CM	25.00	25.00	22.00

The Lord of the Rings Tradeable Miniatures Game

Fixed Hero figures are marked as promos, but are only available in starter packs.

BASE SET (125 figures)

#	FIGURE NAME	RAR	UPR	MED	LOW
	Base Set		425.00	425.00	425.00
	Starter Pack		20.00	20.00	17.50
	Booster Pack		10.00	10.00	8.75
	Rare figure		6.25	5.00	4.90
	Uncommon figure		3.00	3.00▲	2.50
	Common figure		1.50	1.50	1.00
	Fixed figure (X)		2.50	2.00	2.00
BS098	Aragorn	UR	26.00	25.00▲	20.00
BS104	Elrond	UR	20.00	18.00▲	15.50
BS108	Frodo	UR	25.00	23.00▲	18.50
BS109	Gandalf the Grey	R	12.00	7.50▲	5.00
BS110	Gandalf the Grey	UR	21.00	19.00▲	17.75
BS112	Gimli	UR	17.75	15.00▲	14.50
BS038	Grima Wormtongue	UR	20.00	15.00▲	14.00
BS113	Legolas	R	8.75	5.75▲	5.00
BS114	Legolas	UR	30.00	25.00▲	18.50
BS041	Lurtz	R	8.00	6.00▲	5.00
BS042	Lurtz	UR	16.25	15.00▲	14.75
BS044	Moria Goblin Champion	UR	17.50	14.50▲	13.50
BS052	Ringwraith	UR	21.00	18.00▲	15.25
BS053	Saruman	R	10.00	6.00▲	5.00
BS054	Saruman	UR	17.50	15.00▲	14.75
BS059	Witch King	R	10.00	8.00▲	5.00
BS060	Witch King	UR	25.00	23.00▲	18.75

Mage Knight

W=Weak; S-Standard; T=Tough; U=Unique
Rarity: 1=most common; 6=most rare

REBELLION (160 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Mage Knight Set		250.00	250.00	150.00
	Mage Knight Starter Pack		16.50	15.00▼	12.50
	Mage Knight Booster Pack		7.00	7.00	5.50
	Rarity 1 figure		0.75	0.75	0.55
	Rarity 2 figure		1.55	1.50	1.00
	Rarity 3 figure		2.50	2.50	1.55
	Rarity 4 figure		3.50	3.50	2.05
	Rarity 5 figure		4.25	3.95	2.85
152	Amazon Queen	U/6	16.25	15.00	13.50
51	Amotep Gunner	T/4	4.15	3.75	3.50
154	Chaos Mage	U/6	16.00	13.00▼	12.00
151	Dwarven Jarl	U/6	15.00	15.00	12.50
147	Elemental Priest	U/6	15.00	15.00	13.50
160	Hierophant	U/6	24.00	22.00	20.00
157	Magna Draconum	U/6	19.50	17.00▼	12.00
145	Magus	U/6	22.00	20.00	19.75
158	Magus Draconum	U/6	20.00	18.50▼	16.00
159	Mystic Draconum	U/6	21.00	17.50▼	15.50
149	Necromancer	U/6	19.00	14.25▼	12.00
156	Neophant	U/6	15.00	14.00▼	13.00
150	Order of Vladd	U/6	18.75	16.00▲	14.75
153	Paladin Prince	U/6	15.00	14.00▼	13.00
126	Skeleton	T/5	5.25	4.50	4.00
146	Storm Golem	U/6	24.00	22.00▲	19.25
148	Troll Chieftain	U/6	13.00	12.00	10.00
155	Wraith	U/6	21.00	18.75▼	17.50

UNLIMITED (160 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Unlimited Set		325.00	275.00▲	120.00
	Unlimited Starter Pack		17.25	16.00▼	14.50
	Unlimited Booster Pack		7.00	7.00	5.75
	Rarity 1 figure		0.80	0.75	0.65
	Rarity 2 figure		1.60	1.50	1.15
	Rarity 3 figure		2.50	2.50	1.85
	Rarity 4 figure		3.50	3.30▼	2.65
	Rarity 5 figure		4.75	4.15▼	3.10
152	Amazon Huntress	U/6	16.25	16.00	14.25
157	Bladesmith Draconum	U/6	23.00	22.00▲	19.00
114	Crusher	T/5	4.75	4.50	3.20
132	Deep Spawn	T/5	4.75	4.50	3.15
159	Demiphant	U/6	24.00	20.00	19.00
151	Dwarven Hammerskald	U/6	18.75	16.50▼	13.50
158	Eldritch Draconum	U/6	22.00	22.00	20.00
147	Emerald Warder	U/6	18.00	16.50▼	15.00
123	Imp	T/5	4.75	4.50	3.55
145	Inquisitor	U/6	18.25	15.50▲	15.00
105	Liege Knight	T/5	4.75	4.50	3.55
146	Maelstrom Golem	U/6	29.00	22.00	16.00
150	Order of Uhlrik	U/6	17.00	16.00▼	15.50
155	Pyre Spirit	U/6	18.75	17.00▼	15.25
160	Regal Draconum	U/6	33.00	24.00▼	21.00
154	Summoner	U/6	20.00	19.00▲	16.75
108	Temple Blademaster	T/5	4.75	4.50	3.80
153	Temple Lord	U/6	18.50	17.00▲	16.50
148	Troll Knight	U/6	17.25	15.75▲	15.00
144	Whelp	T/5	4.90	4.50	4.25
156	Whelp Master	U/6	16.00	15.00	14.00
149	Zombie Baron	U/6	20.00	18.50▼	17.75

LANCERS (142 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Lancers Set		420.00	210.00▲	99.00
	Lancers Booster Pack		7.00	6.75▲	6.25
	Rarity 1 figure		0.90	0.75▼	0.75
	Rarity 2 figure		1.50	1.50	1.45
	Rarity 3 figure		2.55	2.50▼	2.50
	Rarity 4 figure		3.50	3.50	3.15
	Rarity 5 figure		4.50	4.50▼	4.00
142	Arcane Draconum	U/6	33.00	30.00▼	24.00
137	Champion	U/6	18.50	15.00	14.50
099	Fell Reaper	T/5	5.00	5.00	4.00
133	High Battle Mage	U/6	19.75	17.00▼	13.50
139	High Elf General	U/6	19.50	17.75▲	14.75
135	King of the Dead	U/6	20.00	16.00▼	14.00
141	Lich	U/6	23.00	22.00	21.00
138	Martyr	U/6	18.50	14.50	14.00
096	Soaring Xbowman	T/5	5.00	5.00	4.50
140	Taskmaster	U/6	19.25	16.25▲	14.25
134	Techun	U/6	18.25	15.50▼	14.00
136	Uhlrik Charger	U/6	21.00	18.00▼	14.75

WHIRLWIND (142 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Whirlwind Set		575.00	325.00▼	115.00
	Whirlwind Booster Pack		7.25	7.00	6.75
	Rarity 1 figure		0.90	0.75	0.75
	Rarity 2 figure		1.50	1.50	1.50
	Rarity 3 figure		2.50	2.50	2.50
	Rarity 4 figure		3.50	3.50	3.50
	Rarity 5 figure		5.00	4.55▲	4.50
133	Emerald Glade Mystery	U/6	17.75	17.00▲	16.25
135	Golden Orb Myrmidon	U/6	18.00	15.00	13.75
138	Half-troll Behemoth	U/6	19.50	16.50▲	15.00
139	Krugg Seer	U/6	14.75	14.00▼	13.25
142	Mortis Draconum	U/6	22.00	21.00	18.75
136	Mountain King	U/6	20.00	19.00▲	16.50
137	Orc Captain	U/6	22.00	18.50▲	16.25
140	Shyft Fiend	U/6	23.00	20.00▲	17.75
141	Shyft Matriarch	U/6	23.00	20.00▲	17.75
134	Thunderdoom Troll	U/6	19.75	18.25▲	16.50
87	Unicorn Bladesman	T/5	5.00	4.75▼	4.55
114	War Hatchetkrugg	T/5	5.00	4.75▲	4.30

DUNGEONS (100 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Dungeons Set		355.00	350.00▲	215.00
	Dungeons Starter Pack		18.50	16.25▲	13.75
	Dungeons Booster Pack		7.00	7.00	6.25
	Rarity 1 figure		1.00	1.00	0.90
	Rarity 2 figure		1.80	1.50	1.50
	Rarity 3 figure		2.70	2.50	2.50
	Rarity 4 figure		3.60	3.50	3.50
	Rarity 5 figure		4.75	4.00	3.50
	Rarity 6 figure		5.50	5.00	4.75
81	Alsyn Vale	U/6	8.75	7.00▼	5.75
72	Arman Gessep	U/6	8.75	6.50▼	3.85
86	Avante Reaver	U/6	6.75	5.75▼	5.00
95	Barber Hurgg	U/6	7.75	5.50▼	4.75
94	Chaotic Grimm	U/6	7.75	5.50▼	4.75
87	Daketh Zhagrim	U/6	8.75	6.00	5.00
69	Daren Brakensword	U/6	8.25	6.50▼	5.00
62	Flame Minion	U/6	12.00	10.25▲	9.75
68	Gate Lord	U/6	16.25	11.50▼	10.00
85	Hitash Levat	U/6	5.75	5.50▼	5.00
45	Hydra Serpent	T/5	4.90	4.25▲	4.00
89	Jarl Frostriven	U/6	6.50	6.00	5.25
97	Kamune the Mighty	U/6	8.50	7.00	5.25
92	Kimble Garn	U/6	5.75	5.50▼	4.50
100	Locksmith Karg	U/6	6.25	6.00	5.25
39	Minotaur Mage	T/5	5.00	4.75▲	4.30
99	Morg Bloodspiller	U/6	5.75	5.50▼	5.00
98	Norfur Thott	U/6	6.25	6.00	5.25
79	Priest Wyndfenner	U/6	6.00	5.75▼	5.00
83	Priestess Wylune	U/6	6.50	6.00	5.25
67	Revenant Priest	U/6	12.50	11.25	7.75
64	Rock Minion	U/6	11.75	11.00▲	8.50
74	Scholar-magus Bessa	U/6	7.25	6.00	5.00
80	Secris of Caero	U/6	6.50	5.75▼	4.75
73	Serillia Silverblade	U/6	5.75	5.50▼	5.00
84	Shayle	U/6	5.75	5.50▼	5.00
66	Thanatos Reaper	U/6	16.75	9.00▼	7.50
90	Tinker Geeley	U/6	6.50	5.75▼	5.00
75	Treesiana	U/6	7.50	6.00	5.25
88	Vermin Plinker	U/6	6.50	6.00	5.25
63	Water Minion	U/6	12.00	10.50▲	8.75
61	Wind Minion	U/6	16.25	12.00▼	7.50
65	Wyvern	U/6	18.00	12.50▲	11.00

SINISTER (100 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Sinister Set		465.00	315.00▲	185.00
	Sinister Booster Pack		10.75	7.75	7.50
A4	Death		1965.00	1480.00	1460.00
A2	Famine		1965.00	1480.00	1460.00
A3	Pestilence		1965.00	1480.00	1460.00
A1	War		1965.00	1480.00	1460.00
	Rarity 1 figure		1.00	1.00	0.75
	Rarity 2 figure		2.00	1.50	1.50
	Rarity 3 figure		3.00	2.50	2.25
	Rarity 4 figure		4.00	3.50	3.00
92	Centaur Champion	U/6	13.00	12.00▲	10.00
72	Corrupted Priest	T/5	5.00	5.00	4.00
76	Detonating Zombie	W/3	3.00	2.75	2.30
77	Detonating Zombie	S/4	4.00	3.75	3.15
78	Detonating Zombie	T/5	5.25	5.00	4.25
94	Dwarven Stomper	U/6	18.00	15.00	13.00
63	Elven Demi-magus	T/5	5.00	5.00	4.00
75	Fanged Gunslinger	T/5	5.25	5.00	4.25
81	Golem Mechanic	T/5	5.00	4.75	4.15
34	Magestone Lord	W/2	3.00	2.50	2.25
95	Mummy	U/6	15.00	11.50▲	10.25
93	Necropolis Judge	U/6	16.25	12.75▼	10.00
96	Solonavi Avenger	U/6	31.00	25.00▼	21.00
100	Solonavi Creator	U/6	33.00	26.00▲	25.00
97	Solonavi Destroyer	U/6	33.00	30.00	25.00
98	Solonavi Striker	U/6	30.00	27.00	23.00
99	Solonavi Tormentor	U/6	35.00	32.00▲	25.00
91	Thunder Golem	U/6	23.00	20.00	18.00
87	Tomb Horror	T/5	5.00	4.50	4.00
90	Trog	T/4	4.25	3.75	3.15
64	Troll Gunner	W/3	3.00	2.75	2.50
66	Troll Gunner	T/5	5.50	5.00	4.00
69	Troll Zombie	T/5	5.25	4.50	4.00
84	Wrath Golem	T/5	5.00	5.00	4.65

MINIONS (100 Figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Minions Regular Set		410.00	270.00▼	145.00
	Booster Box		7.00	7.00	6.75
	GLOW-IN-THE-DARK CHASE FIGURES				
	Crystal Protector (Tough)	UR	22.00	16.50▲	14.00
	Darkwing Zombie (Tough)	UR	19.75	17.75▲	16.00
	Dwarven Thunder Gunner (Tough)	UR	19.75	17.75▲	16.00
	Elven Acolyte (Tough)	UR	15.25	14.00	13.75
	Khamsin Sniper (Tough)	UR	19.75	16.50▲	14.00
	Mindsifter (Tough)	UR	19.75	16.50▲	14.00
	Phooka (Tough)	UR	19.75	17.75▲	16.00
	Submersible Golem (Tough)	UR	15.25	14.00▲	13.75
	Wereraven (Tough)	UR	19.75	17.75▲	16.00
	Xandressan Sailor (Tough)	UR	19.75	16.50▲	14.00
	Rarity 1 figure		1.00	1.00	0.80
	Rarity 2 figure		1.85	1.65	1.50
	Rarity 3 figure		2.85	2.65	2.15
	Rarity 4 figure		3.75	3.50	3.50
	Rarity 5 figure		4.90	4.75	3.75
100	Amazon Draconum	U/6	30.00	28.00	24.00
92	Amethyst Knight	U/6	18.00	15.00	14.00
97	Draconum Guardian	U/6	22.00	21.00▲	17.00
94	Galeshi Sun Prophet	U/6	15.75	15.00	13.25
78	Ironclad	T/5	5.50	5.00	4.75
98	Magestone Draconum	U/6	26.00	21.00	20.00
96	Orc Slaver	U/6	19.00	15.00	11.50
95	Paladin Priest	U/6	16.00	15.00	14.00
93	Sect Executioner	U/6	20.00	17.00	14.00
99	Vampiric Draconum	U/6	23.00	20.00▲	19.50
91	Xandressan Boarder	U/6	19.00	15.00	11.50
63	Xandressan Captain	T/5	5.00	5.00	4.40

PYRAMIDS (92 Figures)

#	FIGURE NAME	RK/RAR	UPR	MED	LOW
	Pyramids Set		280.00	165.00▼	135.00
	Starter Pack		17.75	17.75	16.75
	Booster Pack		7.00	6.50▼	6.00
	Rarity 1 figure		1.00	0.95	0.85
	Rarity 2 figure		1.85	1.75	1.70
	Rarity 3 figure		2.75	2.60▲	2.50
	Rarity 4 figure		4.00	4.00	3.90
	Rarity 5 figure		5.00	4.70▼	2.25
	Rarity 6 figure		7.50	5.25▼	4.50
81	Amir	U/6	12.00	7.00▼	6.00
72	Delara	U/6	12.75	7.00▼	4.75
63	Desert Bladestalker	U/6	20.00	15.00	13.25
67	Draconum Mummy	U/6	25.00	22.00▲	12.50
87	Ember	U/6	8.50	6.00▼	5.25
82	En-zar	U/6	12.50	8.00▼	7.00
42	Gorgon	T/5	5.00	5.00	4.45
61	Guardian Sphinx	U/6	24.00	22.00	16.25
66	Hawk Guardian	U/6	17.50	15.50▼	14.50
84	Hazna	U/6	13.25	9.00▼	6.00
64	Hooded Assassin	U/6	14.75	14.00	14.00
65	Jackal Guardian	U/6	22.00	20.00▲	17.00
92	Lyra Fairhame	U/6	12.75	7.00▼	4.50
79	Pearl	U/6	7.50	7.00▼	5.75
62	Possessing Spirit	U/6	21.00	18.00▲	16.00
68	Revenant Draconum	U/6	24.00	23.00▲	16.25
90	Rurik the Blessed	U/6	12.75	7.00▼	6.50
73	Seeker Azruk	U/6	8.50	6.00▼	5.25
74	Seeker Contri	U/6	9.00	7.00	5.75
76	Seeker Mock	U/6	8.25	7.00	5.25
85	Trollkiller	U/6	15.00	9.75▼	4.75

UPRISING (96 Figures)

#	FIGURE NAME	RK/RAR	UPR	MED	LOW
	Uprising Set		275.00	245.00	200.00
	Booster Pack		7.00	7.00	5.50
	Rarity 1 figure		1.00	0.80	0.65
	Rarity 2 figure		1.55	1.50	1.15
	Rarity 3 figure		2.50	2.40	1.50
	Rarity 4 figure		3.65	3.20	3.00
	Rarity 5 figure		4.90	4.75	4.00
90	Council Lord Jamus	U/6	16.75	14.50▼	12.75
92	Darq the Corrupt	U/6	33.00	25.00▲	19.50
73	Fuser Orc	W/3	3.00	2.75	2.45
74	Fuser Orc	S/4	4.00	4.00	3.35
75	Fuser Orc	T/5	5.75	5.00	5.00
85	General Russo	U/6	19.75	15.75▲	14.50
26	Goblin Runner	S/2	2.00	1.75	1.55
54	Half-Troll Gorger	T/4	3.90	3.50	3.35
93	Kzar Nabar	U/6	20.00	17.50▼	15.00
86	Magus Anendu	U/6	22.00	20.00	18.00
82	Orc Blaster	W/3	3.00	2.75	2.45
83	Orc Blaster	S/4	4.00	4.00	3.35
84	Orc Blaster	T/5	5.00	5.00	5.00
32	Orc Sentry	S/2	2.00	2.00	1.55
33	Orc Sentry	T/3	3.00	3.00	2.45
94	Patchwork	U/6	23.00	17.00▲	15.50
88	Queen Corella	U/6	23.00	17.75▲	16.50
87	Red Duchess of Khamsin	U/6	19.25	16.25▼	14.75
91	Rivvenguard Jaysa	U/6	23.00	16.00	15.50
95	Seeress Kess	U/6	23.00	16.50▲	15.50
61	Shield Golem	W/3	3.00	2.75	2.45
62	Shield Golem	S/4	4.50	4.00	3.35
63	Shield Golem	T/5	6.75	5.00	4.90
58	Solonavi Siren	W/2	2.25	2.00	1.55
59	Solonavi Siren	S/3	3.50	3.00	2.45
60	Solonavi Siren	T/4	5.50	4.00	3.35
96	Spiritcatcher	U/6	22.00	19.00▲	17.50
77	Steppe Ranger	S/4	3.90	3.50	3.10
89	Warrior Huhn	U/6	16.25	15.50▼	15.00
14	Whelp Monk	S/2	2.00	2.00	1.55

DRAGON'S GATE (96 figures)

#	FIGURE NAME	RK/RAR	UPR	MED	LOW
	Dragon's Gate Set		530.00	315.00	280.00
	Booster Pack		7.75	7.00	6.75
	Rarity 1 figure		1.00	1.00	0.90
	Rarity 2 figure		2.00	2.00	1.80
	Rarity 3 figure		3.00	3.00	2.70
	Rarity 4 figure		4.00	4.00	3.65
	Rarity 5 figure		5.00	5.00	4.65
	Rarity 6 figure		13.00	12.50	9.00
95	Baran Skullcracker	U/6	15.50	14.50	9.50
71	Darkling Symbiote	U/6	17.75	14.00▼	12.50
69	Draconum Praetor	U/6	22.00	21.00	17.50
63	Dragonslayer	U/6	23.00	21.00▼	10.00
66	Drakona Majoris	U/6	24.00	20.00	14.50
64	Drakona Myrmidon	U/6	21.00	20.00	16.50
65	Drakona Priestess	U/6	23.00	20.00	15.25
94	Elabeth the Pure	U/6	15.00	13.50	9.00
70	Grappler	U/6	15.00	14.00	10.00
82	High Priestess Jaysari	U/6	15.00	14.50	9.50
72	Minotrorc	U/6	16.50	15.00▼	12.50
84	Phinidae	U/6	16.50	15.25	11.00
62	Pit King	U/6	17.25	16.00	12.50
61	Possessed Draconum	U/6	24.00	23.00▼	21.00
77	Queen Aurora	U/6	16.25	14.50	9.50
96	Ryjalon	U/6	20.00	16.00	12.00
76	Sky Heron	U/6	16.00	15.00	12.50
81	Steel	U/6	17.00	15.50	11.00
74	Thiana Farseeker	U/6	16.75	15.00	10.25
67	Thiefbane	U/6	15.00	14.00▼	9.75
75	Thrush	U/6	14.50	14.00	9.50
83	Vija of Vladd	U/6	15.75	14.50	10.25
91	Wisp	U/6	14.00	14.00	11.25
85	Zektabi	U/6	14.00	14.00	8.75

2.0 (130 figures+84 cards)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	2.0 Figure set		760.00	695.00▲	635.00
	2.0 Card set		205.00	83.00▲	55.00
	Starter Pack		22.00	20.00	20.00
	Booster Pack		8.75	8.25▲	7.75
	Rarity 1 figure		1.05	1.00	1.00
	Rarity 2 figure		2.10	2.00▲	1.50
	Rarity 3 figure		3.10	3.00▲	2.50
	Rarity 4 figure		4.15	4.00▲	3.50
	Constructed Terrain card (CT-)		1.50	0.75▲	0.45
	Domain card (D-)		1.50	0.75▲	0.50
	Relic card (R-)		2.75	2.00▲	1.75
117	Anunub	U/6	18.00	15.00▲	14.00
105	Apprentice Conjurer	T/5	5.25	5.00	5.00
118	Black Thorn	U/6	20.00	14.00▲	12.00
119	Blackwyn	U/6	20.00	15.50▲	15.00
093	Blood Shaman	T/5	5.25	5.00	5.00
128	Caldera	U/6	30.00	23.00▲	15.00
102	Cloud Warrior	T/5	5.25	5.00	4.50
120	Deathspeaker Aeradon	U/6	22.00	18.00▲	16.00
127	Drakor	U/6	26.00	23.00▲	15.00
125	General Vale	U/6	18.00	15.00▲	13.50
116	General Volkare	U/6	18.00	15.50▲	15.00
090	Gulthak Orc	T/5	5.25	5.00	5.00
087	Harka Orc	T/5	5.25	5.00	5.00
115	Horned Hunter	U/6	20.00	15.00▲	14.00
122	Khan Harrowblade	U/6	26.00	20.00▲	14.25
123	Khan Rava	U/6	28.00	17.00▲	12.50
121	Kossak Darkbringer	U/6	28.00	25.00▲	13.50
108	Master Archer	T/5	5.25	5.00	5.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

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126	Master Cyrus	U/6	18.00	15.00▲	12.50
096	Orc Warbeast	T/5	5.25	5.00	5.00
124	Prophet-Priest Tremelen	U/6	16.00	15.00▲	14.50
114	Rock Griffin	T/5	5.25	5.00	4.50
099	Ub-Khan	T/5	5.25	5.00	5.00
130	Varatrix	U/6	43.00	33.00▲	23.00
129	Vithzerai	U/6	31.00	30.00▲	20.00
111	War Priestess	T/5	5.25	5.00	5.00

#	CARD NAME	TYPE	UPR	MED	LOW
R-031	Assassin	R	5.25	4.60▲	2.75
R-018	Blackheart	R	4.55	2.65▲	2.00
R-005	Book of Lightning	R	4.90	3.25▲	2.00
R-006	Caeronn Luckblade	R	7.50	5.00▲	2.00
CT-019A	Canvas Pavilion (1/3)	CT	1.55	1.00	0.65
CT-019B	Canvas Pavilion (2/3)	CT	1.55	1.00	0.65
CT-019C	Canvas Pavilion (3/3)	CT	1.55	1.00	0.65
D-010	Clear Skies	D	3.20	2.00▲	0.65
R-026	Dragonsbreath	R	5.25	4.50▲	2.00
R-028	Dragonstar	R	5.00	3.50▲	2.00
R-021	Enchanted Fuser Rifle	R	3.50	2.50▲	1.75
R-002	Galeshi Sunsword	R	5.50	3.50▲	2.00
CT-001	Hedge Wall	CT	1.00	1.00▲	0.50
R-019	Jeweled Helm	R	5.50	3.50▲	2.00
R-027	Karrudan's Bow	R	6.50	5.00▲	3.30
R-010	Kosian Shieldtome	R	5.50	3.50▲	2.00
R-029	Magestone Shield	R	5.75	4.05▲	3.05
D-009	Magestone Storm	D	3.05	2.00▲	0.65
D-019	Magestone Strip Mine	D	1.95	1.40▲	0.65
R-023	Marrowdrinker	R	4.70	2.90▲	2.00
R-020	Oracular Codex	R	6.25	4.50▲	2.50
R-024	Paragon's Shield	R	7.00	5.00▲	2.00
D-003	Rain and Mud	D	1.80	1.15▲	0.65
R-013	Sawtooth	R	5.00	3.10▲	2.00
R-017	Serpentfang	R	4.95	3.40▲	2.00
R-001	Souldrinker	R	6.25	3.50▲	2.00
CT-016	Steel Screen	CT	1.00	1.00▲	0.50
CT-017A	Stone Watchtower (1/3)	CT	1.00	1.00▲	0.50
CT-017B	Stone Watchtower (2/3)	CT	1.00	1.00▲	0.50
CT-017C	Stone Watchtower (3/3)	CT	1.00	1.00▲	0.50
R-007	Treefell	R	3.10	2.95▲	2.00
R-009	Venthia's Masque	R	5.00	3.75▲	2.00
CT-013	Wooden Screen	CT	1.00	1.00▲	0.50
D-015	Wylden Forest	D	2.55	1.45▲	0.65

SPECIAL SETS & LARGE FIGURES

Atlantean Ram	18.00	16.50▲	14.50
Atlantis Guild Army	14.00	14.00	12.50
Black Powder Rebel Army	14.00	14.00	12.50
Conuest Rules pack (w/7 figs)	19.00	15.50▲	15.00
Doom Blade Orc Cyclops	16.00	15.25▲	15.00
Dwarven Steam Behemoth	25.00	15.25▲	15.00
Elemental League Army	14.00	13.75	12.50
Fist of Tezla	25.00	20.00▲	14.50
Great Fire Dragon	30.00	27.00	24.00
Heroic Quests: Magestone Mines pack	15.75	15.00	15.00
Heroic Quests: The Citadel pack	15.75	15.00	15.00
Iron Rain Hill Giant	15.75	15.00	13.50
Knights Immortal Charger	16.25	15.00	15.00
Necropolis Sect Army	14.00	14.00	12.50
Polar Ice Dragon	23.00	21.00	18.00
Radiant Light Dragon	21.00	20.00	17.50
Siege Pack (w/4 figs.)	15.25	15.00	14.50
Spirit Eidolon Solonavi Celestial	16.75	16.00	15.75
Venemous Shadow Dragon	23.00	18.00	17.75
War Wagon	18.00	17.50▲	16.75

PRDMO RELIC CARDS		SET	UPR	MED	LOW
R-038	Temanor's Crossbow	2.0	5.75	4.00	3.50
R-039	Fireshield	2.0	10.00	8.75▲	5.00
R-037	Silvercloud	2.0	6.25	3.50▼	2.80

#	TOP PROMO FIGS	SET	UPR	MED	LOW
161	Khujeret	Reb	79.00	76.00	48.00
162	Djakmaukar	Reb	74.00	60.00	58.00
163	Ramkare	Reb	76.00	67.00▲	65.00
164	Anunub	Reb	290.00	255.00	98.00
165	Nessa Nettle	Reb	74.00	60.00▲	42.00
166	Rowan	Reb	72.00	60.00	45.00
167	Byrch	Reb	79.00	55.00	55.00
168	Oakes	Reb	75.00	61.00▲	58.00
169	Goltusep	Reb	47.00	45.00▲	34.00
170	Kerraii	Reb	67.00	60.00	50.00
171	Digger Khep	Reb	53.00	42.00	38.00
172	Ravarshi	Reb	74.00	60.00	58.00
173	Fickett Townley	Reb	67.00	55.00▲	49.00
174	Snow	Reb	77.00	69.00▲	60.00
175	Alessi Ost	Reb	75.00	61.00▲	42.00
176	Torengor	Reb	75.00	58.00	58.00
152	Grim Ivydown	Lnc	17.50	16.00	10.25
159	Scarabet	Lnc	50.00	44.00▼	30.00
160	Abydor	Lnc	45.00	44.00▼	32.00
161	Karnandria	Lnc	42.00	39.00▼	17.50
162	Hierajet	Lnc	26.00	22.00▼	14.00
163	Doomathiak	Lnc	59.00	50.00	42.00
164	Scythapox	Lnc	83.00	56.00	30.00
165	Keening Daemona	Lnc	64.00	55.00	40.00
166	Hag Hebrodia	Lnc	25.00	19.50▼	15.75
167	Elroodon Lightfoot	Lnc	46.00	45.00	33.00
168	Rathgad Thunderhoof	Lnc	86.00	36.00▼	23.00
169	Yanna Fairhame	Lnc	86.00	56.00▲	50.00
170	Cormelian the Savior	Lnc	46.00	38.00▼	28.00
171	Gûlthak Gaddar	Lnc	31.00	30.00▼	17.75
172	Harrowblade Broor	Lnc	56.00	55.00	40.00
173	Snagu	Lnc	49.00	45.00▼	22.00
174	Nuren the Tooth	Lnc	20.00	20.00	12.00
meg	Mounted General	Lnc	66.00	57.00▼	10.50
159	Haan Redwood	Whr	20.00	19.75▼	14.75
160	Thaniel Sollar	Whr	40.00	39.00▼	25.00
161	Aycorn Trueshot	Whr	81.00	46.00▲	26.00
162	Roleric Stormbom	Whr	32.00	31.00▼	19.75
163	Kahlan	Whr	32.00	28.00▼	20.00
164	Haagor Dunebreaker	Whr	36.00	33.00	22.00
165	Ironshod Ako Bron	Whr	33.00	30.00	19.75
166	Sig Eightfingers	Whr	24.00	21.00	15.50
167	Booshac	Whr	28.00	25.00	16.50
168	Wandering Mochoch	Whr	80.00	50.00	20.00
169	Zechkin the Molog	Whr	32.00	26.00▼	23.00
170	Oombafoo	Whr	38.00	33.00	16.75
171	Vancharlaika	Whr	37.00	35.00	17.00
172	Flying Tarnapii	Whr	45.00	30.00	18.75
173	Slithering Moi	Whr	39.00	30.00	20.00
174	Pexpatia Mar	Whr	24.00	15.00	13.00
110	Sneenox	Dun	20.00	19.00▼	10.25
113	Morgarius Stamp	Dun	57.00	28.00▲	21.00
114	Silver	Dun	23.00	17.50▲	12.00
115	Susservus	Dun	47.00	26.00▼	22.00
116	Yumus	Dun	25.00	19.00▼	14.50
117	Draxx	Dun	27.00	23.00▼	12.75
118	Deathroot	Dun	21.00	15.00▼	11.50
119	Tusk	Dun	44.00	30.00	15.25
120	Atayet	Dun	42.00	32.00	15.50
BT1	Black Thorn	Dun	71.00	69.00▼	24.00
RM1	Raydan Marz	Dun	61.00	61.00	23.00
107	Cerberus	Sin	19.75	15.00▼	10.50
108	Gronther	Sin	27.00	24.00	21.00
110	Crupo the Lucky	Sin	18.50	18.00	11.50
113	Midden (Zombie)	Sin	20.00	17.25▼	12.50
116	Razi (Zombie)	Sin	30.00	27.00▼	12.50
117	Rigger Turga	Sin	31.00	29.00▼	12.75
119	Zopheratu	Sin	19.75	19.00	15.50
120	Bek	Sin	27.00	20.00	17.50
105	Warpath	Min	38.00	32.00▼	14.25
120	Mondravalis	Min	53.00	45.00	45.00
CM01	Khumeret of Caero	Con	22.00	19.00▼	15.75
CM02	Therenody	Con	19.50	18.75	15.75
CM03	Snake	Con	26.00	25.00	19.75
CM04	Whisper	Con	22.00	18.50▼	14.50
CM05	Bakus	Con	79.00	75.00▼	43.00
CM06	Moggran Nephret	Con	33.00	31.00	30.00
CM07	Varex Swordbreaker	Con	22.00	20.00▼	15.50
CM08	Winter	Con	24.00	19.50▼	14.25
T101	Gilgarsh	Titan	80.00	66.00▼	58.00
2001	Santa Claus	Xmas	32.00	30.00	29.00
2002	Santa's Holiday Flyer (Crimson Skies)	Xmas	24.00	22.00▼	16.50
118	Writhe	Pyr	21.00	15.00	12.50
166	Stonefist	Unl	19.75	16.50▼	15.75
167	Skyros	Unl	70.00	62.00▼	49.00
168	Earthtide	Unl	21.00	16.00	15.00
170	Bonelord	Unl	20.00	16.50▼	10.00
171	Vyre	Unl	80.00	79.00▼	45.00
172	Putrid	Unl	20.00	20.00	8.50
174	Ironsight	Unl	15.00	15.00	9.50
175	Faedran	Unl	21.00	21.00	16.25
176	Whistler	Unl	22.00	21.00	20.00
177	Feather	Unl	25.00	22.00	21.00
179	Padrin the Loyal	Unl	32.00	27.00	22.00
182	Crox	Unl	27.00	15.00	8.75
183	Hot-Tong	Unl	22.00	16.50▲	16.00
184	Flyer	Unl	22.00	15.75	15.25
185	Rend	Unl	25.00	23.00▼	22.00
186	Quickblade	Unl	45.00	32.00▼	32.00
187	Haunt	Unl	25.00	18.00	18.00
188	Marsh	Unl	19.25	17.75▼	8.75
189	Echo	Unl	29.00	18.00	12.75
190	Zatagra	Unl	25.00	22.00▲	17.25
191	Maneater	Unl	36.00	18.00	12.75
192	Chainbreaker	Unl	43.00	32.00▼	18.75
107	Vitrus	Upr	36.00	17.75	15.50
113	Phalanx	Upr	98.00	53.00▼	30.00
207	Thunderclap	DG	17.25	16.50	10.50
208	Hope	DG	15.00	15.00	6.00
GC03	Fedrin Starsdawn	2.0	20.00	16.00▲	13.25
200	Jasper	2.0	17.50	15.00	13.25
201	Maximillion	2.0	18.50	17.50	16.25
203	Khurga	2.0	20.00	20.00	16.25
205	Kyma	2.0	22.00	17.50	13.75
206	Turbine	2.0	19.25	16.00▲	15.25
207	Stoneheart	2.0	28.00	19.00▲	16.00
209	Pit-Tiger	2.0	19.75	17.25▲	13.75
210	Flayer	2.0	23.00	20.00▲	13.00
213	Nok	2.0	22.00	16.00▲	10.25
214	Zeph Wyndfenner	2.0	40.00	17.00▲	13.00
219	Enhancer Nim	2.0	23.00	21.00▲	16.25
225	Sargoth	2.0	19.75	17.50▲	15.50
227	Javok'din	2.0	19.00	15.50▲	14.75
240	Heartdrinker	2.0	17.50	15.00	12.25

MechWarrior

G=Green; V=Veteran; E=Elite; U=Unique
Rarity: 1=most common; 6=most rare

DARK AGE (116 figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Dark Age Set		360.00	165.00▼	165.00
	Starter Box		20.00	20.00	20.00
	Booster Box		10.00	10.00	10.00
77	AgroMech	G/3	3.65	3.15	3.00
78	AgroMech	V/4	4.85	4.15	4.00
87	AgroMech MOD	G/3	3.75	3.40	3.00
88	AgroMech MOD	V/4	4.85	4.15	4.00
89	AgroMech MOD	E/5	6.00	5.75	5.50
52	BE701 Joust Tank	G/2	2.75	2.00	2.00
53	BE701 Joust Tank	V/3	3.70	3.25	3.00
54	BE701 Joust Tank	E/4	4.85	4.15▼	4.00
70	Behemoth II Tank	G/2	3.00	3.00	2.25
71	Behemoth II Tank	V/3	4.00	3.90	3.20
72	Behemoth II Tank	E/4	6.00	6.00	4.15
102	Black Hawk	G/3	3.75	3.40	3.00
103	Black Hawk	V/4	5.00	4.65	4.10
104	Black Hawk	E/5	7.50	7.00	5.75
110	Caden Senn	U/6	25.00	25.00	22.00
10	Cavalier Battle Armor	G/1	1.75	1.00	1.00
11	Cavalier Battle Armor	V/2	2.75	2.00	2.00
12	Cavalier Battle Armor	E/3	3.65	3.00	2.15
99	Centurion	G/3	3.75	3.40	3.00
100	Centurion	V/4	5.00	4.65	4.10
101	Centurion	E/5	9.00	6.00▼	5.75
19	Clan Battle Armor	G/1	1.75	1.00	1.00
20	Clan Battle Armor	V/2	2.75	2.00	2.00
21	Clan Battle Armor	E/3	3.65	3.00▼	2.50
49	Condor Tank	G/2	2.75	2.00	2.00
50	Condor Tank	V/3	3.75	3.40▼	3.00
51	Condor Tank	E/4	4.75	4.30	4.00
75	ConstructionMech	G/3	3.70	3.25	3.00
76	ConstructionMech	V/4	4.85	4.15	4.00
84	ConstructionMech MOD	G/3	3.70	3.25	3.00
85	ConstructionMech MOD	V/4	4.85	4.15	4.00
86	ConstructionMech MOD	E/5	7.00	6.00	5.50
58	Demon Medium Tank	G/2	2.75	2.00	2.00
59	Demon Medium Tank	V/3	3.70	3.25	3.00
60	Demon Medium Tank	E/4	4.85	4.15	4.00
115	Dereck Hasbani	U/6	36.00	30.00	29.00
64	DI Scsmitt Tank	G/2	2.75	2.00	2.00
65	DI Scsmitt Tank	V/3	4.00	3.90	3.20
66	DI Schmitt Tank	E/4	6.00	4.90▼	4.10
116	Erin Johnston	U/6	32.00	32.00	30.00
107	Fetanet Eryaman	U/6	21.00	20.00	18.50
79	ForestryMech	G/3	3.70	3.25	3.00
80	ForestryMech	V/4	4.85	4.15	4.00
90	ForestryMech MOD	G/3	3.75	3.40	3.00
91	ForestryMech MOD	V/4	4.85	4.15	4.00
92	ForestryMech MOD	E/5	6.00	6.00	5.50
31	Fox Armored Car	G/2	2.75	2.00	2.00
32	Fox Armored Car	V/3	3.70	3.25	3.00
33	Fox Armored Car	E/4	4.85	4.15	4.00
22	Gnome Battle Armor	G/1	1.75	1.00	1.00
23	Gnome Battle Armor	V/2	2.75	2.00	2.00
24	Gnome Battle Armor	E/3	3.70	3.25	3.00
16	Hauberk Battle Armor	G/1	1.75	1.00	1.00
17	Hauberk Battle Armor	V/2	2.75	2.00	2.00
18	Hauberk Battle Armor	E/3	3.65	3.00	2.50
7	Hoverbike Squad	G/1	1.75	1.00	1.00
8	Hoverbike Squad	V/2	2.75	2.00	2.00
9	Hoverbike Squad	E/3	3.70	3.25	3.00
105	Janis Nova Cat	U/6	22.00	20.00	20.00
111	Jaqueline Tadaka	U/6	22.00	21.00	19.25
55	JES Missile Carrier	G/2	2.75	2.00	2.00
56	JES Missile Carrier	V/3	3.70	3.25	3.00
57	JES Missile Carrier	E/4	4.90	4.30	4.00
67	JESII Missile Carrier	G/2	2.75	2.00	2.00
68	JESII Missile Carrier	V/3	4.00	3.90	3.20
69	JESII Missile Carrier	E/4	5.75	4.65	4.10
40	JI100 Recovery Vehicle	G/2	2.75	2.00	2.00
41	JI100 Recovery Vehicle	V/3	3.70	3.25	3.00
42	JI100 Recovery Vehicle	E/4	4.85	4.15	4.00
113	Kendrick Fetladral	U/6	32.00	27.00	25.00
93	Koshi	G/3	3.75	3.40	3.00
94	Koshi	V/4	5.00	4.65▼	4.10
95	Koshi	E/5	7.00	6.50	5.50
114	Kriya Wolf	U/6	22.00	21.00	20.00
109	Leena Cochrane	U/6	23.00	22.00	20.00
61	M1 Marksman Tank	G/2	2.75	2.00	2.00
62	M1 Marksman Tank	V/3	4.00	3.90	3.20
63	M1 Marksman Tank	E/4	7.25	5.25▼	4.10
112	Meghann Tenclay	U/6	22.00	21.00▲	20.00
108	Miguel V	U/6	22.00	20.00	20.00
73	MiningMech	G/3	3.70	3.25	3.00
74	MiningMech	V/4	4.85	4.15	4.00
81	MiningMech MOD	G/3	3.70	3.25	3.00
82	MiningMech MOD	V/4	4.85	4.15	4.00
83	MiningMech MOD	E/5	6.00	5.75	5.50
37	MIT23 M.A.S.H. Vehicle	G/2	2.75	2.00	2.00
38	MIT23 M.A.S.H. Vehicle	V/3	3.70	3.25	3.00
39	MIT23 M.A.S.H. Vehicle	E/4	5.00	4.30	4.00
43	Mobile HQ	G/2	2.75	2.00	2.00
44	Mobile HQ	V/3	3.70	3.25	3.00
45	Mobile HQ	E/4	4.85	4.15	4.00
1	Peasant Company	G/1	1.75	1.00	1.00
2	Peasant Company	V/2	2.75	2.00	2.00
3	Peasant Company	E/3	3.65	3.00	2.00
13	Purifier Battle Armor	G/1	1.75	1.00	1.00
14	Purifier Battle Armor	V/2	2.75	2.00	2.00
15	Purifier Battle Armor	E/3	3.65	3.00	2.15
106	Pyro Peterson	U/6	20.00	20.00	19.50
28	Scimitar MKII	G/2	2.75	2.00	2.00
29	Scimitar MKII	V/3	3.75	3.40▼	3.00
30	Scimitar MKII	E/4	4.65	4.00▼	4.00
34	Shandra Scout Vehicle	G/2	2.75	2.00	2.00
35	Shandra Scout Vehicle	V/3	3.70	3.25	3.00
36	Shandra Scout Vehicle	E/4	5.00	4.65	4.10
46	SM1 Tank Destroyer	G/2	2.75	2.00	2.00
47	SM1 Tank Destroyer	V/3	3.70	3.25	3.00
48	SM1 Tank Destroyer	E/4	5.00	4.30▼	4.00
96	Spider	G/3	3.75	3.40	3.00
97	Spider	V/4	5.00	4.65▼	4.10
98	Spider	E/5	7.25	6.00	5.75
4	Standard Foot	G/1	1.75	1.00	1.00
5	Standard Foot	V/2	2.75	2.00	2.00
6	Standard Foot	E/3	3.65	3.00	2.15
25	VV1 Ranger	G/2	2.75	2.00	2.00
26	VV1 Ranger	V/3	3.70	3.25	3.00
27	VV1 Ranger	E/4	4.65	4.00	4.00
	Total		707.80	624.25	578.45

FIRE FOR EFFECT (96 figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Fire for Effect Set		440.00	385.00▲	255.00
	Booster Box		10.00	10.00	10.00
61	AgroMech Mk II	G/2	2.70	2.50	2.15
62	AgroMech Mk II	V/3	3.95	3.80	3.20
63	AgroMech Mk II	E/4	5.00	4.95	4.00
64	AgroMech Mk II MOD	G/2	2.70	2.50	2.15
65	AgroMech Mk II MOD	V/3	3.95	3.80	3.20
66	AgroMech Mk II MOD	E/4	5.00	4.95	4.00
67	AgroMech MOD-B	G/2	2.70	2.50	2.15
68	AgroMech MOD-B	V/3	3.95	3.80	3.20
69	AgroMech MOD-B	E/4	5.00	4.95	4.00
93	Alice Vander - Vulture	U/6	22.00	20.00▼	17.25
91	Angus Drummond - Mad Cat II	U/6	35.00	29.00▲	25.00
92	Antonia Chinn - Thor	U/6	33.00	29.00▲	19.00
73	Arbalest	G/3	4.00	3.95	3.20
74	Arbalest	V/4	5.00	5.00	4.25
75	Arbalest	E/5	7.00	6.50	6.25
49	Bellona Tank	G/2	2.70	2.50	2.15
50	Bellona Tank	V/3	4.00	3.95	3.20
51	Bellona Tank	E/4	5.00	5.00	4.25
96	Collin Tolek - Cygnus	U/6	25.00	22.00▼	22.00
88	Cynthia Kelly - Centurion	U/6	25.00	21.00	19.00
52	DI Morgan Assault Tank	G/2	2.70	2.50	2.15
53	DI Morgan Assault Tank	V/3	3.95	3.80	3.20
54	DI Morgan Assault Tank	E/4	5.00	5.00	4.50
1	Elite Infantry	G/1	1.40	1.00	1.00
2	Elite Infantry	V/2	2.40	2.00	1.65
3	Elite Infantry	E/3	3.45	3.00	2.15
89	Federick Bo - Shadow Cat II	U/6	28.00	21.00	18.25
22	Fenrir Battle Armor	G/1	1.45	1.25	1.05
23	Fenrir Battle Armor	V/2	2.40	2.00	1.80
24	Fenrir Battle Armor	E/3	3.45	3.00	2.65
76	Firestarter	G/3	4.00	3.95	3.20
77	Firestarter	V/4	5.00	5.00	4.25
78	Firestarter	E/5	6.75	6.50	6.00
28	Giggins APC	G/2	2.40	2.00	2.00
29	Giggins APC	V/3	3.80	3.50	3.15
30	Giggins APC	E/4	5.00	4.50▼	4.00
82	Hatchetman	G/3	4.00	3.95	3.20
83	Hatchetman	V/4	5.00	5.00	4.25
84	Hatchetman	E/5	6.75	6.50	6.00
16	Hauberk Battle Armor	G/1	1.40	1.00	1.00
17	Hauberk Battle Armor	V/2	2.40	2.00	1.65
18	Hauberk Battle Armor	E/3	3.45	3.00	2.25
46	JES III Missile Carrier	G/2	2.40	2.00	2.00
47	JES III Missile Carrier	V/3	3.80	3.50	3.15
48	JES III Missile Carrier	E/4	5.25	5.00	4.50
58	JI100 Recovery Vehicle	G/2	2.70	2.50	2.15
59	JI100 Recovery Vehicle	V/3	3.95	3.80	3.20
60	JI100 Recovery Vehicle	E/4	5.00	5.00	4.25
95	Joel Nguyen - Zeus	U/6	29.00	25.00	23.00
19	Kage Battle Armor	G/1	1.40	1.00	1.00
20	Kage Battle Armor	V/2	2.40	2.00	1.65
21	Kage Battle Armor	E/3	3.65	3.00	3.00
87	Katsu Moriyama - Crimson Hawk	U/6	25.00	22.00▼	18.00
85	Kym Nova Cat - Cougar	U/6	26.00	22.00	20.00
10	Laser Team	G/1	1.40	1.00	1.00
11	Laser Team	V/2	2.40	2.00	1.65
12	Laser Team	E/3	3.45	3.00	2.25
79	Legionnaire	G/3	3.95	3.80	3.20
80	Legionnaire	V/4	5.00	5.00	4.25
81	Legionnaire	E/5	7.75	7.00	6.00
40	Long Tom Artillery	G/2	2.70	2.50	2.15
41	Long Tom Artillery	V/3	3.95	3.80	3.20
42	Long Tom Artillery	E/4	5.00	5.00	4.50
90	Lori Kyle - Black Hawk	U/6	24.00	20.00▼	19.50
31	Maxim Mk2 Transport	G/2	2.50	2.25	2.00
32	Maxim Mk2 Transport	V/3	3.85	3.75	3.00
33	Maxim Mk2 Transport	E/4	5.00	5.00	4.25
70	MiningMech MOD-B	G/2	2.70	2.50	2.15
71	MiningMech MOD-B	V/3	3.95	3.80	3.20
72	MiningMech MOD-B	E/4	5.00	4.95	4.00
55	MIT23 M.A.S.H. Vehicle	G/2	2.40	2.00	2.00
56	MIT23 M.A.S.H. Vehicle	V/3	3.80	3.50	3.15
57	MIT23 M.A.S.H. Vehicle	E/4	5.00	5.00	4.25
13	Raiden Battle Armor	G/1	1.40	1.00	1.00
14	Raiden Battle Armor	V/2	2.40	2.00	1.65
15	Raiden Battle Armor	E/3	3.45	3.00	2.50
25	Saxon APC	G/2	2.40	2.00	1.65
26	Saxon APC	V/3	3.80	3.50	3.15
27	Saxon APC	E/4	5.00	4.95	4.00
86	Shin Wolf - Uller	U/6	25.00	22.00	20.00
4	Shock Troopers	G/1	1.40	1.00	1.00
5	Shock Troopers	V/2	2.40	2.00	1.65
6	Shock Troopers	E/3	3.65	3.00	3.00
37	Sniper Artillery	G/2	2.50	2.25	2.00
38	Sniper Artillery	V/3	3.95	3.80	3.20
39	Sniper Artillery	E/4	5.50	5.00	4.25
7	SRM Team	G/1	1.40	1.00	1.00
8	SRM Team	V/2	2.40	2.00	1.65
9	SRM Team	E/3	3.45	3.00	2.25
43	Tamerlane Strike Sled	G/2	2.70	2.50	2.15
44	Tamerlane Strike Sled	V/3	3.95	3.80	3.20
45	Tamerlane Strike Sled	E/4	5.50	5.00	4.50
34	Thumper Artillery	G/2	2.50	2.25	2.00
35	Thumper Artillery	V/3	3.95	3.80	3.20
36	Thumper Artillery	E/4	5.25	5.00	4.50
94	Yuri Mashnovska - Black Knight	U/6	28.00	26.00	22.00
	Total		633.10	565.60	490.05

DEATH FROM ABOVE (124 figures)

#	FIGURE NAME	RK/R	UPR	MED	LOW
	Death from Above Set		500.00	360.00▼	255.00
	Booster Box		10.00	10.00	7.25
21	Achileus Battle Armor	G/1	2.00	1.00	1.00
22	Achileus Battle Armor	G/1	2.00	1.00	1.00
23	Achileus Battle Armor	V/2	2.75	2.00	2.00
24	Achileus Battle Armor	E/3	3.45	3.15▲	3.00

65	Balac Strike VTOL	G/2	3.00	2.90▲	2.20
66	Balac Strike VTOL	G/2	3.00	2.90▲	2.20
67	Balac Strike VTOL	V/3	4.40	3.50▲	3.15
68	Balac Strike VTOL	E/4	5.75	5.25	4.25
121	Barry Segal - Black Knight	U/6	24.00	23.00	21.00
29	Cavalier Battle Armor	G/1	1.65	1.00	1.00
30	Cavalier Battle Armor	G/1	1.65	1.00	1.00
31	Cavalier Battle Armor	V/2	2.50	2.00	1.75
32	Cavalier Battle Armor	E/3	3.45	3.15▲	3.00
85	ConstructionMech MkII	G/3	3.25	3.00	3.00
86	ConstructionMech MkII	G/3	3.25	3.00	3.00
87	ConstructionMech MkII	V/4	4.75	4.00▼	4.00
88	ConstructionMech MkII	E/5	5.25	5.00	5.00
89	ConstructionMech MkII MOD	G/3	3.25	3.00	3.00
90	ConstructionMech MkII MOD	G/3	3.25	3.00	3.00
91	ConstructionMech MkII MOD	V/4	4.75	4.00▼	4.00
92	ConstructionMech MkII MOD	E/5	5.75	5.00▼	5.00
81	ConstructionMech MOD-B	G/3	3.25	3.00	3.00
82	ConstructionMech MOD-B	G/3	3.25	3.00	3.00
83	ConstructionMech MOD-B	V/4	4.75	4.00▼	4.00
84	ConstructionMech MOD-B	E/5	5.75	5.00▼	5.00
101	Cougar	G/3	3.90	3.50	3.15
102	Cougar	G/3	3.75	3.50▲	3.00
103	Cougar	V/4	5.50	5.00	4.25
104	Cougar	E/5	7.00	6.00▼	5.50
93	Crimson Hawk	G/3	3.75	3.50▲	3.00
94	Crimson Hawk	G/3	3.75	3.50▲	3.00
95	Crimson Hawk	V/4	5.50	5.00	4.25
96	Crimson Hawk	E/5	7.50	6.00▼	5.00
57	Crow Scout Helicopter	G/2	3.00	2.90▲	2.20
58	Crow Scout Helicopter	G/2	3.00	2.90▲	2.20
59	Crow Scout Helicopter	V/3	3.75	3.50▲	3.00
60	Crow Scout Helicopter	E/4	6.00	5.50	4.50
53	DI Towed Field Artillery	G/2	3.00	2.90▲	2.20
54	DI Towed Field Artillery	G/2	3.00	2.90▲	2.20
55	DI Towed Field Artillery	V/3	3.50	3.50▲	3.00
56	DI Towed Field Artillery	E/4	5.00	5.00	4.00
124	Eriabee Childs - Atlas	U/6	29.00	29.00	24.00
118	F. S. Burdnak - Shockwave	U/6	21.00	20.00	17.75
109	Ghost	G/3	3.75	3.50▲	3.00
110	Ghost	G/3	3.75	3.50▲	3.00
111	Ghost	V/4	5.50	5.00	4.25
112	Ghost	E/5	7.00	6.25▼	5.25
1	Guila Suit	G/1	1.65	1.00	0.90
2	Guila Suit	G/1	1.65	1.00	0.90
3	Guila Suit	V/2	2.50	2.00	1.75
4	Guila Suit	E/3	3.40	3.00	2.50
45	J-37 Ordnance Transport	G/2	3.00	2.50▲	2.15
46	J-37 Ordnance Transport	G/2	3.00	2.90▲	2.20
47	J-37 Ordnance Transport	V/3	3.90	3.50	3.15
48	J-37 Ordnance Transport	E/4	5.50	5.00	4.00
117	Jeni Wolf - Sun Cobra	U/6	20.00	20.00	18.00
119	Jing Smith - Thunderbolt	U/6	25.00	24.00▼	20.00
17	Kanazuchi Battle Armor	G/1	1.65	1.00	1.00
18	Kanazuchi Battle Armor	G/1	1.65	1.00	1.00
19	Kanazuchi Battle Armor	V/2	2.50	2.00	1.75
20	Kanazuchi Battle Armor	E/3	3.50	3.25	3.00
61	Lamprey Transport Helicopter	G/2	3.00	2.90▲	2.20
62	Lamprey Transport Helicopter	G/2	3.00	2.90▲	2.20
63	Lamprey Transport Helicopter	V/3	3.90	3.50	3.15
64	Lamprey Transport Helicopter	E/4	5.00	5.00	4.50
115	Lenell Nova Cat - Ocelot	U/6	20.00	19.00▼	17.75
97	Locust	G/3	3.75	3.50▲	3.00
98	Locust	G/3	3.75	3.50▲	3.00
99	Locust	V/4	5.00	5.00	4.25
100	Locust	E/5	7.00	5.50▼	5.00
25	Longinus Battle Armor	G/1	1.65	1.00	1.00
26	Longinus Battle Armor	G/1	1.65	1.00	1.00
27	Longinus Battle Armor	V/2	2.50	2.00	1.75
28	Longinus Battle Armor	E/3	3.40	3.00	2.50
120	Marat Deleportas - Sphinx	U/6	25.00	24.00▼	21.00
116	Marcel Thennes - Wolfhound	U/6	22.00	20.00	18.25
69	MHI Crane Heavy Transport	G/2	3.00	2.90▲	2.20
70	MHI Crane Heavy Transport	G/2	3.00	2.90▲	2.20
71	MHI Crane Heavy Transport	V/3	3.50	3.50▲	3.00
72	MHI Crane Heavy Transport	E/4	5.00	5.00	4.00
73	Mobile HQ	G/2	2.50	2.00	2.00
74	Mobile HQ	G/2	2.50	2.00	2.00
75	Mobile HQ	V/3	3.40	3.00	3.00
76	Mobile HQ	E/4	5.00	4.50▼	3.65
37	Padilla Artillery Tank	G/2	3.40	2.50▲	2.00
38	Padilla Artillery Tank	G/2	3.00	2.00	2.00
39	Padilla Artillery Tank	V/3	3.40	3.00	3.00
40	Padilla Artillery Tank	E/4	5.00	4.50▼	4.00
33	Partisan AA Vehicle	G/2	2.85	2.35▲	2.05
34	Partisan AA Vehicle	G/2	2.85	2.35▲	2.05
35	Partisan AA Vehicle	V/3	3.85	3.50	3.15
36	Partisan AA Vehicle	E/4	5.50	5.00	4.25
49	Po II Heavy Tank	G/2	3.00	2.50▲	2.00
50	Po II Heavy Tank	G/2	3.00	2.50▲	2.00
51	Po II Heavy Tank	V/3	3.85	3.50	3.15
52	Po II Heavy Tank	E/4	5.00	5.00	4.00
114	Rosin Douglas - Mongoose II	U/6	20.00	20.00	18.25
122	Seka Ward - Mad Cat II	U/6	29.00	26.00	18.75
113	Skariah Paragon - Valiant	U/6	21.00	20.00▼	18.25
77	SM1 Tank Destroyer	G/2	3.00	2.50▲	2.15
78	SM1 Tank Destroyer	G/2	3.00	2.50▲	2.15
79	SM1 Tank Destroyer	V/3	3.50	3.50▲	3.00
80	SM1 Tank Destroyer	E/4	5.50	5.00	4.25
41	Sortek Assault Craft	G/2	3.00	2.50▲	2.00
42	Sortek Assault Craft	G/2	3.00	2.50▲	2.00
43	Sortek Assault Craft	V/3	3.90	3.50	3.15
44	Sortek Assault Craft	E/4	5.00	5.00	4.25
5	SRM Battery	G/1	1.65	1.00	0.90
6	SRM Battery	G/1	1.65	1.00	0.90
7	SRM Battery	V/2	2.50	2.00	1.50
8	SRM Battery	E/3	3.40	3.00	2.25
9	Towed Autocannon	G/1	1.65	1.00	0.90
10	Towed Autocannon	G/1	1.65	1.00	0.90
11	Towed Autocannon	V/2	2.75	2.00	1.50
12	Towed Autocannon	E/3	3.25	3.00	2.50
13	Trike Squad	G/1	1.65	1.00	1.00
14	Trike Squad	G/1	1.65	1.00	1.00
15	Trike Squad	V/2	2.50	2.00	1.85
16	Trike Squad	E/3	3.25	3.00	2.75
105	Uller	G/3	3.75	3.50▲	3.00
106	Uller	G/3	3.75	3.50▲	3.00
107	Uller	V/4	5.50	5.00	4.00
108	Uller	E/5	7.00	6.00▼	5.25
123	Viktor Hannan - Zeus	U/6	28.00	26.00	24.00
Total			688.55	625.65	547.20

LIAO INCURSION (124 figures)

Liao Incursion Set		490.00	415.00▼	225.00
Booster Box		11.00	10.00	9.25
#	FIGURE NAME	RK/R	UPR	MED	LOW
117	A. Kirasawa - Valiant	U/6	24.00	21.00	18.50
114	Arnis Drummond - Dasher II	U/6	26.00	19.00▲	18.00
057	BE701 Joust Tank	G/2	2.20	2.00	2.00
058	BE701 Joust Tank	V/3	3.90	3.45	3.10
059	BE701 Joust Tank	V/3	3.90	3.45	3.10
060	BE701 Joust Tank	E/4	4.90	4.55	4.15
105	Blade	G/3	3.90	3.45	3.10
106	Blade	V/4	4.90	4.55	4.15
107	Blade	V/4	4.90	4.55	4.15
108	Blade	E/5	7.50	6.00	5.25
120	Catalina Trujillo - Shen Yi	U/6	27.00	21.00▼	19.50
115	Chin Wolf - Griffin	U/6	19.50	18.00	18.00
029	Clan Battle Armor	G/1	1.10	1.00	1.00
030	Clan Battle Armor	V/2	2.45	2.15	2.00
031	Clan Battle Armor	V/2	2.45	2.15	2.00
032	Clan Battle Armor	E/3	3.90	3.45	3.10
123	Clyde Joyce - Hellstar	U/6	29.00	24.00▼	20.00
053	Condor Tank	G/2	2.20	2.00	2.00
054	Condor Tank	V/3	3.90	3.45	3.10
055	Condor Tank	V/3	3.90	3.45	3.10
056	Condor Tank	E/4	4.90	4.55	4.15
101	Crimson Hawk	G/3	3.90	3.45	3.10
102	Crimson Hawk	V/4	4.90	4.55	4.15
103	Crimson Hawk	V/4	4.90	4.55	4.15
104	Crimson Hawk	E/5	7.50	6.00	5.25
049	Danai Support Vehicle	G/2	2.20	2.00	2.00
050	Danai Support Vehicle	V/3	3.90	3.45	3.10
051	Danai Support Vehicle	V/3	3.90	3.45	3.10
052	Danai Support Vehicle	E/4	4.90	4.55	4.15
041	DI Towed AA Artillery	G/2	2.20	2.00	2.00
042	DI Towed AA Artillery	V/3	3.90	3.45	3.10
043	DI Towed AA Artillery	V/3	3.90	3.45	3.10
044	DI Towed AA Artillery	E/4	4.90	4.55	4.15
065	Donar Assault Helicopter	G/2	2.20	2.00	2.00
066	Donar Assault Helicopter	V/3	3.90	3.45	3.10
067	Donar Assault Helicopter	V/3	4.00	3.50	3.20
068	Donar Assault Helicopter	E/4	4.90	4.55	4.15
025	Fa Shih Battle Armor	G/1	1.10	1.00	1.00
026	Fa Shih Battle Armor	V/2	2.45	2.15	2.00
027	Fa Shih Battle Armor	V/2	2.45	2.15	2.00
028	Fa Shih Battle Armor	E/3	3.90	3.45	3.10
081	ForestryMech B	G/3	3.90	3.45	3.10
082	ForestryMech B	V/4	4.90	4.55	4.15
083	ForestryMech B	V/4	4.90	4.55	4.15
084	ForestryMech B	E/5	6.00	5.75	5.25
001	Free Legion Company	G/1	1.10	1.00	1.00
002	Free Legion Company	V/2	2.45	2.15	2.00
003	Free Legion Company	V/2	2.45	2.15	2.00
004	Free Legion Company	E/3	3.90	3.45	3.10
033	Galleon Light Tank	G/2	2.20	2.00	2.00
034	Galleon Light Tank	V/3	3.90	3.45	3.10
035	Galleon Light Tank	V/3	3.90	3.45	3.10
036	Galleon Light Tank	E/4	4.90	4.55	4.15
073	Glory Fire Support Tank	G/2	2.20	2.00	2.00
074	Glory Fire Support Tank	V/3	3.90	3.45	3.10
075	Glory Fire Support Tank	V/3	3.90	3.45	3.10
076	Glory Fire Support Tank	E/4	4.90	4.55	4.15
122	Gus Edgington - Mad Cat II	U/6	25.00	24.00▼	20.00
018	Infiltrator Mk II Battle Armor	V/2	2.45	2.15	2.00
019	Infiltrator Mk II Battle Armor	V/2	2.45	2.15	2.00
020	Infiltrator Mk II Battle Armor	E/3	3.90	3.45	3.10
017	Infiltrator MKII Battle Armor	G/1	1.10	1.00	1.00
121	Jaquelin Pejiko - Tian-zong	U/6	27.00	25.00▲	21.00
118	Ken Roos - Warhammer IIC	U/6	25.00	24.00	22.00
009	Laser Battery	G/1	1.10	1.00	1.00
010	Laser Battery	V/2	2.45	2.15	2.00
011	Laser Battery	V/2	2.45	2.15	2.00
012	Laser Battery	E/3	3.90	3.45	3.10
124	Leala Banach - Jupiter	U/6	29.00	25.00	24.00
077	Mars Assault Tank	G/2	2.20	2.00	2.00
078	Mars Assault Tank	V/3	3.90	3.45	3.10
079	Mars Assault Tank	V/3	3.90	3.45	3.10
080	Mars Assault Tank	E/4	4.90	4.55	4.15
113	Mavis Morgan - Locust	U/6	25.00	22.00▲	19.50
013	Minigun Cycle	G/1	1.10	1.00	1.00
014	Minigun Cycle	V/2	2.45	2.15	2.00
015	Minigun Cycle	V/2	2.45	2.15	2.00
016	Minigun Cycle	E/3	3.90	3.45	3.10
085	MiningMech MkII	G/3	3.90	3.45	3.10
086	MiningMech MkII	V/4	4.90	4.55	4.15
087	MiningMech MkII	V/4	4.90	4.55	4.15
088	MiningMech MkII	E/5	6.00	5.25	5.00
089	MiningMech MkII MOD	G/3	3.90	3.45	3.10
090	MiningMech MkII MOD	V/4	4.90	4.55	4.15
091	MiningMech MkII MOD	V/4	4.90	4.55	4.15
092	MiningMech MkII MOD	E/5	7.50	5.50	5.00
119	Porfiria Navas - Thunderbolt	U/6	25.00	22.00▲	19.00
037	Regulator II Hovertank	G/2	2.20	2.00	2.00
038	Regulator II Hovertank	V/3	3.90	3.45	3.10
039	Regulator II Hovertank	V/3	3.90	3.45	3.10
040	Regulator II Hovertank	E/4	4.90	4.55	4.15
021	Salamander Battle Armor	G/1	1.10	1.00	1.00
022	Salamander Battle Armor	V/2	2.45	2.15	2.00
023	Salamander Battle Armor	V/2	2.45	2.15	2.00
024	Salamander Battle Armor	E/3	3.90	3.45	3.10
116	Shanetta Yuen - Ghost	U/6	22.00	21.00	20.00
069	Shun Transport VTOL	G/2	2.20	2.00	2.00
070	Shun Transport VTOL	V/3	3.90	3.45	3.10
071	Shun Transport VTOL	V/3	3.90	3.45	3.10
072	Shun Transport VTOL	E/4	4.90	4.55	4.15
061	Sprint Scout Helicopter	G/2	2.20	2.00	2.00
062	Sprint Scout Helicopter	V/3	3.90	3.45	3.10
063	Sprint Scout Helicopter	V/3	3.90	3.45	3.10
064	Sprint Scout Helicopter	E/4	4.90	4.55	4.15
005	SRM Launcher	G/1	1.10	1.00	1.00
006	SRM Launcher	V/2	2.45	2.15	2.00
007	SRM Launcher	V/2	2.45	2.15	2.00
008	SRM Launcher	E/3	3.90	3.45	3.10
109	Targe	G/3	3.90	3.45	3.10
110	Targe	V/4	4.90	4.55	4.15
111	Targe	V/4	4.90	4.55	4.15
112	Targe	E/5	6.00	5.75	5.25
097	Uller	G/3	3.90	3.45	3.10
098	Uller	V/4	4.90	4.55	4.15
099	Uller	V/4	4.90	4.55	4.15
100	Uller	E/5	6.00	5.75	5.25
093	Wasp	G/3	3.90	3.45	3.10
094	Wasp	V/4	4.90	4.55	4.15
095	Wasp	V/4	4.90	4.55	4.15
096	Wasp	E/5	6.00	5.75	5.25
045	Zahn Heavy Transport	G/2	2.20	2.00	2.00
046	Zahn Heavy Transport	V/3	3.90	3.45	3.10
047	Zahn Heavy Transport	V/3	3.90	3.45	3.10
048	Zahn Heavy Transport	E/4	4.90	4.55	4.15
Total			723.70	643.60	585.30

PROMO FIGURES

#	FIGURE NAME	SET	UPR	MED	LOW
Aurora Class Dropship		pr	200.00	150.00▼	135.00
117	Cpl. Cesar Spano	DA	20.00	18.00	18.00
118	Lisabet Wolf	DA	20.00	20.00	19.25
119	"Magpie" Webster	DA	19.50	16.50▲	15.00
120	Mikel Nova Cat	DA	24.00	22.00▼	20.00
121	Sgt. Gregory Lee	DA	21.00	20.00▼	20.00
122	Etan Nova Cat	DA	23.00	21.00	20.00
123	Daneel Wolf	DA	29.00	25.00▼	20.00
124	Sgt. Alec Denner	DA	19.75	18.50▲	18.00
125	Gunsho Jun'ko Oshiro	DA	83.00	71.00▼	53.00
126	Sgt. Leo Riordan	DA	22.00	21.00	20.00
127	Go-cho Dmitri Sorkin	DA	23.00	21.00	20.00
128	Dekker Nova Cat	DA	20.00	20.00	20.00
129	Hitoshi Sato	DA	23.00	20.00	20.00
130	Bart Bradshaw	DA	33.00	24.00▼	21.00
131	"Dagger Di" Jones	DA	25.00	23.00▼	20.00
132	Rikkard Nova Cat	DA	21.00	20.00	20.00
133	Abeda Measho	DA	20.00	20.00	20.00
134	Santiago Padilla	DA	22.00	21.00▼	20.00
135	Tara Bishop	DA	19.50	17.00▲	15.25
136	Scott Tracyk	DA	61.00	42.00▼	31.00
137	Danni Haag	DA	20.00	19.50	18.25
138	Sadia Wolf	DA	26.00	23.00▼	20.00
139	Janella Lakehead	DA	28.00	25.00	22.00
140	Mason Dunne	DA	96.00	84.00▼	75.00
141	Capt. Ben Gerringer	DA	21.00	20.00	20.00
142	"One-Eyed" Jack Farrell	DA	39.00	33.00▲	31.00
143	Paladin Jonah Levin	DA	44.00	41.00	32.00
144	Lt. Diane Jameson	DA	31.00	29.00▼	22.00
145	Joel Brane	DA	29.00	26.00▲	24.00
146	Skullcap Garrett	DA	24.00	21.00	20.00
147	Sariah Nova Cat	DA	26.00	25.00▼	22.00
148	Yulri Wolf	DA	25.00	25.00▲	24.00
149	Tora's Unruly Mob	DA	8.00	8.00	7.00
150	Kara's Pride	DA	8.00	8.00	7.00
151	Tora's Zephyr	DA	8.00	8.00	7.00
152	Kara's Vision	DA	8.00	8.00	7.00
153	Shadow Stalkers	DA	8.00	8.00	7.00
154	Tora's Shield	DA	8.00	8.00	7.00
155	The Scorchers	DA	8.00	8.00	7.00
156	Tora's Claw	DA	8.00	8.00	7.00
157	Collin Yukinov	DA	38.00	32.00▼	28.00
158	Nikol Brahe	DA	39.00	36.00▲	33.00
97	Commando Team	FFE	18.50	16.75	13.50
98	Strike Team	FFE	20.00	20.00	16.75
99	Hazen's Strikers	FFE	22.00	20.00	16.75
100	Team 6	FFE	23.00	20.00	16.75
101	Pillar One	FFE	22.00	20.00	16.75
102	Tamara's Raiders	FFE	26.00	20.00	20.00
103	Kagemusha	FFE	20.00	19.00	15.25
104	Odin's Fury	FFE	20.00	19.00	15.25
105	Dyann Nova Cat	FFE	29.00	25.00	25.00
106	Gunsho Hiroshi Kato	FFE	36.00	28.00	22.00
107	Mikos Wolf	FFE	20.00	19.00▼	19.00
108	Malcolm McPherson	FFE	25.00	24.00▼	22.00
109	Kenneth Medchelke	FFE	75.00	63.00	46.00
110	Sgt. Major Rusty Cooper	FFE	73.00	57.00▲	26.00
111	Gunsho Kaul Petrone	FFE	21.00	20.00	20.00
112	Broll Wolf	FFE	25.00	21.00	20.00
113	Savoni	FFE	30.00	25.00	20.00
114	Lare "Deadeye" Janik	FFE	43.00	40.00▲	22.00
115	Corporal Saturina Perara	FFE	22.00	21.00▲	20.00
116	Sergeant Wade Davolt	FFE	30.00	23.00	20.00
117	Kyle Wolf	FFE	21.00	20.00	20.00
118	Cora Nova Cat	FFE	20.00	20.00	19.25
119	Bill Maignlov	FFE	28.00	20.00▼	20.00
120	Jorges Koffler	FFE	36.00	27.00	20.00
121	James Odom	FFE	21.00	20.00	20.00
122	Elora Wolf	FFE	21.00	20.00	20.00
123	Susan Drummond	FFE	24.00	20.00▼	20.00
124	Tomoko Nagasawa	FFE	21.00	20.00	19.50
125	Gwin Fetladral	FFE	25.00	21.00▼	20.00
126	Malisa Nova Cat	FFE	31.00	29.00▼	26.00
127	Liz Nostra	FFE	21.00	20.00	20.00
128	Ric Raisho	FFE	92.00	69.00▲	21.00
129	Vera Solomon	FFE	85.00	41.00▼	36.00
130	Jodi Mazzanoble	FFE	36.00	22.00	21.00
131	Kal Raddick	FFE	97.00	79.00▼	76.00
132	Gary Metcalf	FFE	50.00	27.00	21.00
133	Naomi Katina	FFE	22.00	22.00	22.00
134	Andre Crawford	FFE	55.00	48.00▼	31.00
135	Stefani Ehli	FFE	79.00	74.00▼	70.00
136	Dominic Voeller	FFE	51.00	34.00	25.00
125	Tameka Pryer	DFA	37.00	36.00	24.00
126	Krystyn Shon	DFA	45.00	34.00	25.00
127	Basil "The Edge" Kozaka	DFA	52.00	26.00▲	20.00
128	Cyndi Rhodes	DFA	49.00	31.00▲	20.00
129	Larsen Habbick	DFA	32.00	29.00▲	23.00
130	Robert Bavros	DFA	25.00	22.00▲	20.00
132	Jaquelin Pejiko	DFA	21.00	20.00	20.00
133	Kurt Larsen	DFA	47.00	41.00	36.00
134	Chuck "Tucker" Oles	DFA	27.00	26.00	24.00
136	Tamara Duke	DFA	31.00	22.00	20.00
137	Thos Cardella	DFA	28.00	26.00	25.00
138	Viki Drexel	DFA	66.00	49.00	26.00
139	Kristoff Erbe	DFA	74.00	43.00▼	26.00
140	Floyd Glass	DFA	47.00	40.00	24.00
141	Melva Golan	DFA	40.00	36.00▲	26.00
142	Inova Wolf	DFA	50.00	29.00▼	25.00
143	Kevin Nostra	DFA	69.00	38.00	21.00
144	Michaela Freeman	DFA	70.00	37.00	32.00
126	Carmen Hern	LI	42.00	35.00	31.00
133	Aldwin Stewart	LI	46.00	42.00	28.00
140	C. Schiller	LI	30.00	23.00▼	22.00
145	Tolin Men	LI	45.00	33.00	25.00
146	Clara Parks	LI	40.00	35.00	31.00
147	Joyna "Jab" Simms	LI	78.00	47.00	25.00
151	Harsha Miskovitz	LI	47.00	31.00	25.00
152	Avriel Sterling	LI	32.00	27.00	21.00
153	Dmitry Voskavich	LI	41.00	33.00	25.00

For complete card checklists, see the *Scrye Collectible Card Game Checklist & Price Guide* book!

SCRYE

It's available now from your local game retailer or from us at (800) 258-0929 (www.krausebooks.com)!

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LOOKING FOR A PLACE TO PLAY?

ALABAMA

Mobile

Sun. 1 pm: **Yu-Gi-Oh!** const. (S), $3; **Mage Knight** 300 Pt. Army (S), Free; **Yu Yu Hakusho** Constructed, Free
Mon. 5:30 pm: **LotR** Standard format, Constructed deck (S), $1
Tues. 6 pm: **Vampire the Eternal Struggle** Multi-player Constructed, $3
Thurs. 5 pm: **LotR** Mount Doom League, Free; 6 pm: **Star Trek 2nd** Constructed (S), $1; 6 pm: **Initial D** Constructed (S), Free; 6 pm: **LotR TMG** 1000-pt. army (S), Free
Fri. 6 pm: **M:TG** Friday Night Magic Standard format (S), $3; 6 pm: **MechWarrior** 300 pt. army (S), Free; 6 pm: **.hack//**Enemy Constructed (S), $1; 7 pm: **WWE Raw Deal** League Constructed, Free
Sat. 1 pm: **LotR** Standard format Constructed (S), $1; 1 pm: **Yu-Gi-Oh!** Constructed, $5; 6 pm: **LotR** Diamond Edition Constructed (S), Free; 6 pm: **M:TG** Arena league, $3/season; 6 pm: **DBZ** Constructed (S), Free; 6 pm: **Warlord** Constructed (S), Free
Jan. 3, 6 pm: **HeroClix** Scenario Tournament, $5
Jan. 3, 24, 6 pm: **Warlord** Sealed Deck (S), $15 + tax
Jan. 7, 6 pm: **Marvel HeroClix** 300-point Force (S), Free
Jan. 9, 6 pm: **MechWarrior** Sealed box (S), $20 + tax
Jan. 9, 30, 7 pm: **WWE Raw Deal** Constructed (S), Free
Jan. 10, 1 pm: **LotR** Booster Draft (S), $11 + tax. 6 pm: **Indy HeroClix** 100-point Force, $5
Jan. 14, 6 pm: **DC HeroClix** 300-point Force (S), Free
Jan. 16, 6 pm: **M:TG** Friday Night Magic Booster Draft (S), $10 + tax
Jan. 17, 6 pm: **Marvel HeroClix** 200-point Force, $5
Jan. 21, 6 pm: **HeroClix** Booster Draft (S), $15 + tax
Jan. 24, 6 pm: **HeroClix** 500-point Highlander, $5
Jan. 25, 1 pm: **Mage Knight** Sealed Box (S) $15 + tax
Jan. 28, 6 pm: **Indy HeroClix** 300-point Force (S), Free
Jan. 31, 6 pm: **HeroClix** 500-point Mixed, $5
Ground Zero Cards-Comics-Games, 6850 Moffett Road, (251) 645-8712
groundzero@groundzeromobile.com
www.groundzeromobile.com

Mon. 11 am: Open Gaming, Free
Tues. 6 pm: **M:TG**, Free
Wed. 6 pm: **Warlord** Const. – Bring a deck list, Free; Thurs. 6 pm: **LotR**, Free
Fri., Sat., & Sun. 11 am: **PS2** 8-player tournaments, $5
Fri. 6 pm: **LotR** Standard format, Bring a deck list, $1; **Yu-Gi-Oh!** League night-Bring a deck list (S), $5
Sat. 10 am – 1 pm: **Game of** Thrones (S) Bring a deck list, Free; 12-5 pm: **M:TG** Arena league, $3; 2-5 pm: **L5R** Diamond format – bring a deck list, Free; 4-7 pm: Ophidian League play-bring a deck list, Free; 5-8 pm: **.hack//enemy** Standard format – bring a deck list, $1
1st & 2nd Sat. 6-8 pm: Trade Night, Door prizes, Free
Sun. 1-5 pm: **Yu-Yu-Hakusho** Tourn. – Bring a deck list & Score ID # (if you have it) (S), $5
1st & 3rd Sun. 1-5 pm: **WWE** Tournament – Bring a decklist (S), Free
2nd & 4th Sun. 1-5 pm: **WWE** League; belts awarded at league's end, Free
M & R Ball Cards & Gaming, 5450 Cottage Hill Road, (251) 661-4146
MR5450@aol.com

ARIZONA

Phoenix

Wed. 6 pm: **MechWarrior** Format varies (S), Free; 6 pm: **HeroClix** Fomat varies (S), $ Varies
Fri. 6 pm: **M:TG** Friday Night Magic, Format varies, $ Varies
Sat. 4 pm: **HeroClix** Format varies (S), $ Varies; 4 pm: **YuYu Hakusho** Open gaming, Free; 4 pm: **.Hack//** Open gaming, Free; 6 pm: **Simpsons** Open gaming, Free
Sun. 12 pm: **Yu-Gi-Oh!** (S), $Varies;. 3 pm: **DBZ** (S), $3; 3 pm: **Creepy Freaks** Open Gaming, Free
Samurai Comics, 5024 N. 7th St., (602) 265-8886
mike@samuraicomics.com www.samuraicomics.com

CALIFORNIA

Burbank

Fri. 5:30 pm: **M:TG** Friday Night Magic alt. Type 2 & Booster Draft
Sat. 12 pm: **Yu-Gi-Oh** beginner's tournament. 2 pm: **Yu-Gi-Oh** advanced tournament.
Sun. 4 pm: **M:TG** Extended
The Game Fixx, 403 E. Palm Ave., (818) 846-3590

Mon. 3 pm: **DC HeroClix**
Tues. 3 pm: **Marvel HeroClix**
Fri. 12:30 pm: **MechWarrior**
Sat. 1 pm: **M:TG**. 1:30 pm: **Star Wars TCG**
Check website for exact info on times, dates, and prize support.
Kings Comics & Cards 1, 420 Glenoaks Blvd., (818) 562-1834
kings@kingscomicsandcards.com
www.kingscomicsandcards.com

Wed. 3 pm: **MechWarrior**
Thurs. 3 pm: **DC HeroClix**
Fri. 3 pm: **Marvel HeroClix**
Sat. 1 pm: **Yu-Gi-Oh!**; **L5R**
Sun. 1 pm: **DBZ**; 1:30 pm: **WWE Raw**
Check website for exact info on times, dates, and prize support.
Kings Comics & Cards 2, 1604 W. Olive Ave. (818) 562-1834
kings@kingscomicsandcards.com
www.kingscomicsandcards.com

Industry

Sat. 6 pm: **Yu-Gi-Oh!** Constructed, Duelist King Rules, $6
Sun.: Events vary, Call for events and times
D-Low, 1600 Azusa Ave. (Inside Puente Hills Mall across from KayBee Toys), (626) 965-2233

Mission Viejo

Fri. 5 pm: **Yu-Gi-Oh!** Constructed, Duelist King Rules, $5
Sat.: Events vary, Call for events and times
Portola Shoe Repair, 27756 Santa Margarita Pkwy, (949) 586-3968

Orange

Sat. 11 am: **Yu-Gi-Oh!** Constructed, $6
Sun.: Events vary, Call for events and times
A.K. Cards, 1742 East Meats Ave., (714) 637-7457

Redding

Fri. 6:30 pm: **M:TG** FNM Type 2 (S), $5
Sat. 11:30 am: **Yu-Gi-Oh!** Standard (S), $5
Sun. 2 pm: **M:TG** Extended Swiss (S), $5
Redding's Gamekeepers, 1704 Hartnell Ave. Ste. A, (530) 722-9322
siejandromontoys@aol.com

Redwood City

Mon. 5:30: **LotR** (S); 6:30 pm: **MechWarrior** Tournament or Campaign (S); **WarMachine**; **GW 40K** Miniatures League; **GW Fantasy** Miniatures League; Open Gaming, $5 in food to play
Wed. 5:30 pm: **Yu-Gi-Oh!** Tournament-32 people max, $5; **M:TG** Booster draft, Bring your own mana. Win a Pack per Match, $15; 6 pm: **MLB Showdown** (S), $2; 6:30 pm: **M:TG** Various types, Play for a fat pack or other prizes $2; **DBZ** (S), $2; Open Gaming, $5 in food to play
Pizza & Pipes (run by Gator Games), 821 Winslow Street, (650) 571-7529
GatorGames@aol.com www.GatorGames.com

San Mateo

Tues. 4 pm: **Pokémon** tournament & league (S), $2
Wed. 4 pm: **HeroClix** (S), $2
Thur. 4 pm: **Yu-Gi-Oh!** (S), $5
Fri. 4 pm: **M:TG** Type 2 "FNM-Fat Pack" (S), $4
Gator Games & Hobby, 4212 Olympic Ave., (650) 571-7529
GatorGames@aol.com www.GatorGames.com

Santa Rosa

Jan. 3, 5 pm: **M:TG** Draft – Mirr, Mirr, Mirr (S), $12
Jan. 10, 24, 5 pm: **M:TG** Type 1 (S), $5
Jan. 11, 1 pm: **L5R** Diamond Storyline (S), $5
Jan. 12, 26, 5 pm: **Warlord** Open (S), $5
Jan. 17, 1 pm: **L5R** Diamond Sword (S), $10. 5 pm: **M:TG** Extended (S), $5
Jan. 18, 1 pm: **Warlord** Sword Tourney (S), $10
Jan. 25, 1 pm: **L5R** Open (S), $5
Jan. 31, 1 pm: **Warlord** Overlord Assault: Je'lial (S) $20. 5 pm: **M:TG** Type 2 (S), $5
Clark's Trading Comics and Cards, 526 7th Street, (707) 546-2000
arthurh@calleg.com www.clarkstrading.com

Vista

Jan. 17, 9 am: **M:TG** Type 2 (S), $15 ($300 guaranteed prizes)
Sun. 11 am: **MechWarrior** (S); **HeroClix** (S). 3 pm: **Mage Knight** (S)
Tues. 3 pm: **Magi-Nation** league. 5 pm: **L5R**
Wed. 5 pm: **Warlord** (S). 6 pm: **M:TG** draft (S); **Mage Knight** (S)
Thur. 6 pm: **M:TG** Deckbuilding/Training
Fri. 6 pm: **M:TG** FNM Type 2 (S)
Sat. 11 am: **Yu-Gi-Oh**. 3 pm: **M:TG** limited/draft (S)
Pair A Dice Games, 2020 Hacienda Dr. Suite N, (760) 940-0139
www.pairadicegamescom

COLORADO

Grand Junction

Mon. 1 pm: **Mage Knight** Check venue for format (S), Free; 5 pm: **Yu-Gi-Oh!** Const. (S), $3.50
Tues. 3:30 pm: **HeroClix** Check venue for format (S), Free
Wed. 1 pm: **MechWarrior** Check venue for format (S), Free; 6 pm: **M:TG** Casual play night, Free
Thurs. 6 pm: **M:TG** Arena league Magic, Free
1st, 3rd, & 5th (if there is one) Fri. 6 pm: **M:TG** Standard, Free/Cost of cards
2nd & 4th Fri. 6 pm: **M:TG** Booster Draft, Free/Cost of cards
Sat. 11 am: **MechWarrior** Check venue for format (S), Free; 3 pm: **Mage Knight** Check venue for format (S), Free
1st Sat. 6 pm: **M:TG** Standard, $3.50
2nd Sat. 6 pm: **M:TG** Sealed deck, $18.50
3rd Sat. 6 pm: **M:TG** Type 1, $3.50
4th Sat. 6 pm: **M:TG** Booster Draft, $15.00
5th Sat. (if there is one) 6 pm: **M:TG** Extended, $3.50
Serpent World Games, 2782 ½ Lexington Ct., (970) 263-8279
barlotz@serpentworld.com

FLORIDA

Homosassa

Fri.: **M:TG** Friday Night Magic
Sat. 10-11 am: **Beyblade**. 12-3 pm: **Yu-Gi-Oh** (S)
Sun. 12-2 pm: **Pokémon**. 12-4 pm: **D&D**
Rainbow Sports & Gaming, 5352 So. Suncoast Blvd., (352) 628-2733

Pembroke Pines

Fri. 6:30 pm: **MechWarrior** (S)
Sat. 11:30 am: **Yu-Gi-Oh!** Jr. Swiss $2; 12 pm: **Yu-Gi-Oh!** (S) $5 TP/$2; 3 pm **HeroClix** (S); 3 pm **Mage Knight** (S); 4 pm **Ophidian** (S); 4 pm **M:TG** TBA
Sun. 11 am **40k, Warhammer, Battlefleet Gothic** TBA
Generations, 9948 Pines Blvd. (954) 438-7821
generationsgames@aol.com
www.generationshobbies.com

Pensacola

Mon. 10 am-6 pm: Open Gaming, Free
Tues. 10 am-6 pm: Open Gaming, Free
Wed. 10 am-8 pm: Open Gaming, Free; 5-7 pm **Yu-Gi-Oh!** Learn, Fun play, Free
Thur. 10 am-10 pm: Open Gaming; 5-7 pm **Pokémon League**, Free (non sanctioned); 6-10 pm: **Mage Knight** (S) Format varies, Free
Sat. 12 pm-4 pm: **Yu-Gi-Oh!** Duelist League, (S), free; 1-4 pm: **Dragonball Z** League, (S) Free; 1:30-4 pm: **Mage Knight,** (S) Format Varies, free; 4-8 pm: **HeroClix,** (S) Format Varies, free
Sun. 12 pm-4 pm: **Neopets,** (S if available), format varies, free
Home Field Sportscards & Gaming, 601 New Warrington Rd., (850) 458-1972
Homefields@aol.com

Pinellas Park

Jan. 2 & 23, 6 pm: **M:TG** Type 2 Booster Draft (S), Store prizes, $10
Jan. 3, 10, 17, 24, 31, 11:30 am: **Yu-Gi-Oh** Duelist Kingdom (S), Store prizes, $5. 3:30 pm: **DBZ** Tuff Enuff, Single Elim., (S), Store prizes, $5
Jan. 4, 4:30 pm: **M:TG** Type 1.5 Highlander, Single Elim., Store prizes, $5
Jan. 4, 11, 18, 25, 1 pm: **DBZ** Tuff Enuff, Double Elim., Store prizes, $3; **Yu-Gi-Oh!** Constructed Double Elimination, Store prizes, $3. 4 pm: **Yu Yu Hakusho** Constructed (S), Store prizes, $5
Jan. 5, 6:30 pm: **DC HeroClix** Head-to-Head 300 pt. team (S), $3
Jan. 6, 4 pm: **MechWarrior** Storyline 1 (S), $3
Jan. 9, 30, 6 pm: **M:TG** Standard (S), Store prizes, $5
Jan. 11, 4:30 pm: **M:TG** Type 2, Booster, 5 mixed sets, Store prizes, $10
Jan. 12, 6:30 pm: **Indy HeroClix** Draft 200 pt. team (S), $12
Jan. 16, 6 pm: **M:TG** Type 2, Sealed, (S), Store prizes, $15
Jan. 18, 4:30 pm: **M:TG** Type 1.5 Standard, Store prizes, $5
Jan. 19, 6:30 pm: **Marvel HeroClix** Head-to-Head

Convention Calendar

FLORIDA

Miami

Jan. 31, 2004

JUNIOR SUPER SERIES CHALLENGE – MIAMI

LAN gaming, game demonstrations, anime, more. Junior Super Series – Registration starts at 9 am, Tournament begins promptly at 10 am. Magic Standard Tournament (for all ages) – Begins at 2 pm, Extra fee for this event. Magic Booster Draft – Drafts will begin at 3 pm and run all day long, Extra fee for this event. Pre-Reg. Info: You must bring a STANDARD Magic Deck to participate in the JSS as well as proof that you are under 15 years of age. A STANDARD Magic deck at that time will consist of a deck of at least 60 cards, no more than 4 of any non-basic land, from the Onslaught, Legions, Scourge, Mirrodin and 8th Edition sets. Location: Miami Country Day School, 601 NE 107 Street. Admission Fee: $15, Time: 9 am-10 pm. Contact: Nathan Hurst, (305) 759-2843 x169. www.mtga.org

OHIO

Alliance

Jan. 16th – 19th

GAMEFEST NORTHEAST 2004

Many events and various admission. Can pay by event, by the day, or for all days. See Website for information: www.boundkingdom.com/gamefest. Location: Carnation Mall, 2500 West State St., Alliance, Ohio 44601. Contact: Chris Gajdzik, CJ's Sportscards (330) 823-0880.
cjs_sportscards@yahoo.com

VIRGINIA

Charlottesville

Feb. 25-28, 2004

PrezCon "The Winter Nationals"
Home of the second largest Lord of the Rings pre-prelease (Helms's Deep) in America! 70 boardgame tournaments, miniatures, card games, dealer room and game auctions. Lord of the Rings sealed deck championship tournament (Sat. 2/28, 9 am), Lord of the Rings constructed-deck tournament (Sat. 2/28, 6 pm). We offer championship plaques to all winners of our 70+ tournaments and a championship t-shirt to all winners! We also give 2nd and 3rd place plaques to games that draw well.
$50 for five days or Wed-Fri for $35, Sat-Sun for $35, or $25 for any one day, visitors pass for $10. Pre-register by Feb. 1 and receive a free t-shirt or hat. Contact: Justin Thompson, P.O. Box 4661, Charlottesville, VA 22905. Convention Location: 990 Hilton Heights Rd., Charlottesville, VA 22901 (434) 961-6953, kingmaker@prezcon.com, www.prezcon.comwww.prezcon.com

300 pt team (S), $3
Jan. 23, 3 pm: **MechWarrior** Counter Assault Marquee (S), $25
Jan. 25, 4:30 pm: **M:TG** Type 2, Peasant Magic, Store prizes, $5
Jan. 26, 6:30 pm: **Marvel HeroClix** Sealed 200 pt. team, $12
Jan. 27, 3 pm: **MechWarrior** Storyline 2 (S), $3
The Dugout, 9757 66th St. No., (727) 547-5269
TheDugoutCards@cs.com
www.TheDugoutSportscards.com

Tampa
Mon. 7 pm: **MechWarrior** Head-to-Head (S), $5
Wed. 7 pm: **M:TG** Type 2, $5; 7 pm: **HeroClix** Head-to-Head (format varies)
Fri. 7 pm: **M:TG** Friday Night Magic Booster Draft, $10
Sat. 1 pm: **Yu-Gi-Oh!** Duelis King (S), $5; 4 pm: **DBZ** Constructed, $5; 7 pm: **M:TG** Type 2, $5
Sun. 4:30 pm: **L5R** Constructed, $5
Arena Games, Inc., 5293 Ehrlich Road, (813) 908-8447
paul@arenagames.net www.arenagames.net

Mon.-Thurs. 1 pm-close: Open play, all game, Free
Fri.: **M:TG** Friday Night Magic, Booster Draft, (S) Foil prizes, $8
Sat. 1 pm: **Yu-Gi-Oh!** Const. (S), $5; 6: pm: **HeroClix** Const. Sealed, Varies, $3
Sun. 3 pm: **M:TG** Const. Type 2, Booster Draft (S), $2; 4 pm: **Yu-Gi-Oh!** Const., $5
The Clubhouse, 7710 W. Hillsborough Ave. (813) 882-8390
supercards@aol.com www.supercards.net

GEORGIA
Carrollton
Jan. 2, 3 pm: **Shadowrun** demo (S), Free; **Marvel HeroClix** demo (S), Free. 7 pm: **DC HeroClix** 300 pt Head-to-Head (S), $5 purchase
Jan. 3, 11 am: **MechWarrior** Campaign (S), $5 purchase. 2 pm: **M:TG** Limit 20 players, $5 pre-registration, $10 day of event. 4 pm: **MechWarrior** 300 pt Sealed Booster, $30. 5 pm: **Ophidian 2350** Limit 20 players, $10 pre-registration, $18 day of event
Jan. 4, 2 pm: **Crimson Skies** Air Action 200 pt. Free-for-all tournament, $5 purchase
Jan. 9, 6 pm: **Indy HeroClix** Booster Draft (S), $20; 6 pm: **Mage Knight** Demo (S) Free
Jan. 10, 11 am: **Mage Knight** Campaign (S), $5 purchase; 2 pm: **Yu-Gi-Oh!** Limit 20 players, $5 pre-registration, $10 day of event. 4 pm: **Mage Knight** 1.0 Booster Draft, $20. 5 pm: **Ophidian 2350** Sealed, Limit 20 players, $10 pre-registration, $18 day of event.
Jan. 11, 2 pm: **Mage Knight** Conquest 2-player team constructed 6000 pt free-for-all, $5 purchase
Jan. 16, 6 pm: **Marvel HeroClix** 300 pt. Head-to-Head (S), $5 purchase
Jan. 17, 11 am: **MechWarrior** Campaign (S), $5 purchase; 2 pm: **M:TG** Sealed, Limit 20 players, $10 pre-registration, $18 day of event; 4 pm: **MechWarrior** 300-pt. Sealed Booster, $30; 5 pm: **Ophidian 2350** Sealed, Limit 20 players, $10 pre-registration, $18 day of event
Jan. 18 2 pm: **Shadowrun** 5 pt free-for-all, $5 purchase
Jan. 23, 6 pm: **Marvel HeroClix** Booster Draft (S), $20
Jan. 24, 11 am: **Mage Knight** Campaign, $5 purchase; 2 pm: **Yu-Gi-Oh!** Limit 20 players,, $5 pre-registration, $10 day of event; 3 pm: **Mage Knight** Booster Draft, $20; 5 pm: **Ophidian 2350** Sealed, Limit 20 players,, $10 pre-registration, $18 day of event; 7 pm: **MechWarrior** Counterassault Marquee (S), $30
Jan. 30, 6 pm: **Mage Knight** 300 pt. Head-to-Head (S), $5 purchase
Jan. 31, 11 am: **MechWarrior** 300 pt. Sealed Booster, $30; 2 pm: **M:TG** Type 1, 2-player team, Limited 10 teams, $10/team pre-registration, $20 day of event; 4 pm: **MechWarrior** MechQuest 3200 pt free-for-all, $5 purchase; 5 pm: **Ophidian 2350** Sealed, Limit 20 players, $10 pre-registration, $18 day of event
Quest Comic Shop, 1565 S Highway 27, (770) 832-0172
greggowens@hotmail.com

ILLINOIS
Matteson
Mon. 5-8 pm: **Yu-Gi-Oh** Swiss
Tues. 5-8 pm: **M:TG** Type 2 Swiss
Thurs. 6-8 pm: **HeroClix** Swiss (S)
Fri. 6-10 pm: **M:TG** Type I Swiss (S)
Sat. 12-3 pm: **Yu-Gi-Oh!** Single (S)
Sleeping Dragon Games, 3713 W. 216th Street, (708) 503-6694
SDG@sleepingdragongames.com
www.sleepingdragongames.com

Naperville
Mon. 6 pm: **Magic** Constructed, $5
Thurs. 10 am: **Yu-Gi-Oh!** Team, $5
Sat. 10 am: **Yu-Gi-Oh!** Constructed (S), $5
Galaxy Stores/ChicagoCards, 1235 S. Naper Blvd., (630) 637-0187
info@ChicagoCards.com www.ChicagoCards.com

Rockford
Tues. 4:30 pm: **Yu-Gi-Oh!** const., 5 matches, $1
Wed. 4:30-6:30 pm: **Yu-Gi-Oh!** Sealed Booster, $10
Thurs. 4:30-6:30 pm: **Yu-Gi-Oh!** const. 5 matches, $1
Fri. 4-6 pm: **DBZ** Constructed, $1; 6-8 pm: **Yu Yu Hakusho** Constructed, $1; 6-8 pm: **M:TG** Type 1 Const., $3
Sat. 10 am-12 pm: **Yu-Gi-Oh!** Constructed, $1; 12 pm-2 pm: **Mage Knight** Constructed, $1; 2-4 pm: **Yu-Gi-Oh!** Duelist (S), $3; 3-6 pm: **MechWarrior** Const. $1; 3 pm: **HeroClix** Constructed $1
Sun. 12 pm-2 pm: **Pokémon** const., $1; 2-4 pm: **Yu-Gi-Oh!** Constructed, $1; 4-6 pm: **DBZ** const., $1
Robin's Nest, 6930 Charles St., (815) 395-0526
rbnest6@msn.com www.rbnestcards.com

Wheaton
Mon. 5 pm: **M:TG** Type 1.5 (S)
Tues. 6 pm: **Yu-Gi-Oh!** (S)
Wed. 5 pm: **M:TG** Arena Booster Draft
Thurs. 5 pm: **Yu-Gi-Oh!** Under 16
Fri. 6 pm: **MechWarrior** (S)
Legends Of The Game, 63 Dancula Square East, (630) 752-4072
Info@2legends.com

KENTUCKY
Lexington
Jan. 10, 2 pm: **LotR** Swiss standard constructed (S) $5
Jan. 18, 2 pm: **LotR** Swiss King Block constructed (S) $5
A+ Comics & Collectibles, 123 Southland Dr., (859) 492-8053
stivml@iglou.com

Winchester
Fri. 6:30 pm: **HeroClix** Weekly league day, Free; 7 pm: **M:TG** Booster Draft (S), $13.50
Sat. 1 pm: **MechWarrior** Weekly league day, Free; 5 pm: **M:TG** Booster Draft (S), $13.50
Sun. 1 pm: **Mage Knight** Weekly league day, Free
Fun Asylum, 11 S. Main St., (859) 901-1222
store@funasylum.com www.funasylum.com

MARYLAND
Glen Burnie
Mon. 6 pm: **Yu-Gi-Oh!** Head-to-Head, $5; **WarMachine** Open play
Tues. 6 pm: **L5R** Open play; **LotR** Open play/league
Wed. 6 pm: **M:TG** Booster Draft, $10
Thurs. 6 pm: **Warlord** Open play/league
Fri. 6:30 pm: **M:TG** Standard, $5 (usually)
Sat. 12 pm: **V:TES** Open play; 6 pm: **Magi Nation** League/Open play
Sun. 12 pm: **HeroClix** & **MechWarrior**
Check our website for other weekend events.
Games and Comics and Stuff, 7452 Baltimore and Annapolis Boulevard, (410) 863-7418
owner@gamescomicsstuff.com
www.gamescomicsstuff.com

MASSACHUSETTS
Fall River
Tues. 6:30 pm: **Warlord** Double elim. const. (S)
Wed. 6:30 pm: **L5R** league Diamond format (S)
Thur. 6:30 pm: **Yu-Gi-Oh!** Const. (S)
Fri. 6:30 pm: **M:TG** Type 2 const.
Hobby Shop, 418 South Main St., (508) 679-5000
Maverrick77@cs.com

MICHIGAN
Livonia
Mon. 5 pm: **DBZ** const. Swiss, $5. 6 pm: **M:TG**

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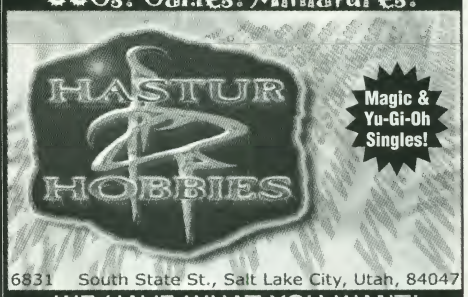

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Tues. 6 pm: **Mage Knight** const. 200 pt. Campaign (S), $5; 6 pm: **Yu-Gi-Oh!** Constructed, single elim. $5; 6 pm: **D & D Miniatures** Constructed play, TBA
Wed. 6 pm: **Magic** Draft, Swiss (S) $10; 6:30 pm: **Crimson Skies** Constructed, 200pt, & Full Squadron (S), Free; 6:30 pm: **Magination** Constructed Swiss (S) Free
Thurs. 4 pm: **Vampire the Eternal Struggle** Constructed, Swiss (S) Free; 6 pm: **LotR** 1 vs 1 Swiss const. (S), Free; 6 pm: **Hack//enemy** Constructed $1
Fri. 6 pm: **HeroClix** League, $5. 6 pm: **LotR** 1 vs 1 Swiss const. (S), Free; 7 pm: **Magic** WOC Friday Night Magic, constructed, Swiss, Type 2.0 (S) $5
1st Fri., 6 pm: **GHQ Micro Armour** Constructed, Free
Sat. 12 pm: **Yu-Gi-Oh!** const., Single elim. (S), $5; 2:30 pm: **Yu-Yu-Hakusho** Constructed, Swiss (S) $56 pm: **MechWarrior** Constructed, 300pts, Swiss (S) Campaign Events, $7.50
1st Sat., 6 pm: **Mage Knight** Conquest, 1200 pts, const. (S), $5
3rd Sat., 4 pm: **WWE** const. Swiss, $5
Sun. 12:30 pm: **M:TG** Type 2, const. (S), $5; 2 pm: **The Simpsons CCG** Constructed, Swiss, Free
1st Sun., 1 pm: **Star Trek** 2nd Ed. const. Swiss, Free
2nd Sun., 12 pm: **Classic Battletech** const. Free
4th Sun., 2 pm: **Mage Knight Dungeons**, const. 200 pts. (S), $5
RIW Hobbies, 29116 Five Mile Rd. (734) 261-7233
RIWHobbies1@aol.com www.RIWHobbies.net

MINNESOTA

Minneapolis
Jan. 4, 11, 18, & 25, 2 pm: **Dungeons & Dragons** Role playing, Free
Jan. 10 & 24, 11 am: **M:TG** Type 1.5 (S), $12
Monster Den, 1815 East 41st, (612) 827-0264
Kerry@monsterden.com www.monsterden.com

St. Cloud
Tues. 6 pm: **A Game of Thrones** Constructed, $5
Wed. 6 pm: **DBZ** Constructed, Free; 6:30 pm: **Mage Knight** Free
Thurs. 6 pm: **LotR** 1st open, 3rd open, Free; 6 pm: **Raw Deal** League, Free
Fri. 6 pm: **M:TG** FNM booster drafts (S), $12
Sat. 1 pm: **M:TG** standard (S), Free
3rd Sat. 2 pm: **DBZ** constructed, $5
4th Sat. 1 pm: **Raw Deal** Constructed, $5
1st, 3rd Sun. 2 pm: **M:TG** Type I (S), $5
Utopia Games, 1354 15th Ave. SE, (320) 202-1048
Jendro@hotmail.com www.utopia-games.com

MISSOURI

Crystal City
Fri. 6 pm: **Dragonball Z** Constructed Swiss (S), $4; 6 pm: **M:TG** Booster draft or various constructed, Swiss, $4; 6 pm: **Star Trek, .hack/Enemy, & Shadowfist** Open play and trade night, Free!
Sat. 10:30 am: **Yu-Gi-Oh!** Constructed Single Elim. (S), $4; 12 pm: **Mage Knight** Constructed Swiss (S), $4
Books Galore, 26 Twin City Plaza, (636) 937-2665 or 937-BOOK
info@books-galore.com www.books-galore.com

Sedalia
Fri. 7 pm: **M:TG** Either Booster or Type 2
Sun. 2 pm: **HeroClix DC & Marvel**
Sun. 5 pm: **Star Wars** and one teams tourn. a month
1 a month: **Warhammer 40K** Rogue Trader – call for details
2 a month: **Warhammer 40K** and **WarCry** – check Sabertooth Games website
All other Wizkids, Check the Wizkids site for more information
Gamer's Pair-A-Dice, 222 South Ohio Ave., (660) 827-4263 or 1-866-999-9844
www.gamerspairadice.com

NEW YORK

Jamestown
Mon. 5:30-8 pm: **HeroClix** Head-to-Head (S), Free
Thurs. 5 pm: **Mage Knight** Campaign (S), Free
Fri. 5:30-10 pm: **M:TG** Friday Night Magic (S), Free
Sat. 12:30-5:30 pm: **Yu-Gi-Oh!** Head-to-Head (S), $5
Chautauqua Comics, 214 Fairmount Ave. (716) 664-2287
Comic1@alltel.net www.Chautcomics.com

NORTH CAROLINA

Forest City
Tues. 5:30 pm: **Mage Knight** Conquest (S), $3
Wed. 5:30 pm: **HeroClix** (S), $3
Thurs. 4 pm: **DBZ** (S) $3
Fri. 4 pm: **M:TG** Single Elim. $3
Sat. 10 am: **Yu-Gi-Oh!**. (S), $5. 12:45 pm: **HeroClix** (S), $3; 4 pm: **MechWarrior** (S), $4.00
Sammy's Collectibles, 118 East Main Street, (828) 247-1117
sammyscollectibles@yahoo.com
www.sammyscollectibles.com

Hillsborough
Fri. 7 pm: **M:TG** Swiss Const., $5
Sat. 5:30 pm: **Yu Yu Hakusho** Swiss, Const. (S) $5; 5:30 pm: **Raw Deal** Head to Head, const., (S) $2.00
Sun. 1:30 pm: **Yu-Gi-Oh!** Duelist King (S), $5
The Toy Factory (The Shops at Daniel Boone) 139 Daniel Boone St., (919) 732-2155
John@thetoyfactory.com www.thetoyfactory.com

OHIO

Alliance
Tues. 5 pm: **Yu-Gi-Oh!** Open, $2
Wed. 5 pm: **Yu-Gi-Oh!** Open, $2
Fri. 5 pm: **Yu-Gi-Oh!** Open, $5
Sat. 12 pm: **Yu-Gi-Oh!** (S), $5; 4 pm: **Yu-Gi-Oh!** Open, $5
CJ's Sports, Carnation Mall, 2500 West State St., (330) 823-0880
cjs_sportscards@yahoo.com

Chardon
Jan. 6, 13, 20, 27, Feb. 3, 4:30 pm: **Yu-Gi-Oh!** Season Tournament (S) $5
Jan. 7, 14, 21, 28, Feb. 4, 11, 4:30 pm: **Yu Yu Hakusho** Head to Head (S) $5
Jan. 8, 15, 22, 29, Feb. 5, 12, 19, 4:30 pm: **DBZ** Head to Head (S) $5
Chardon Square Cards and Comics, 109 South Street, (440) 285-0864
sportcard543001@yahoo.com

Rocky River
Mon. 6:30 pm: **LotR** Constructed (S), $5
Tues. 4 pm: **M:TG** Youth Type 2, 15 & under (S), $1; 6:30 pm: **M:TG** Standard Type 2 (S), $5
Wed. 6:30 pm: **LotR** Constructed (S), $5
Thurs. 6:30 pm: **M:TG** Extended (S), $3; 7 pm: **M:TG** Booster Draft (S), $12
Fri. 4 pm: **M:TG** Youth Booster Draft (S), $7; 4 pm: **Yu Yu** Hakusho Constructed (S), $5; 7 pm: **M:TG** Friday Night Magic (S), $12
Sat. 1 pm: **Yu-Gi-Oh!** Constructed (S) Upper Deck Duelist league, $5; 4 pm: **Yu Yu** Hakusho Constructed (S), $5; 4 pm: **M:TG** Booster Draft (S), $12; 8 pm: **M:TG** Booster Draft (S), $12
Sun. 1 pm: **HeroClix** Sealed Deck or Head-to-Head (S), $5-$20
Jan. 25, 1 pm: **M:TG** Junior Prize Type 2 (S), $5; 1 pm: **M:TG** GP Trial – Limited (S), $20
Feb. 22, 12 pm: **M:TG** Junior Super Series (S), $15; 1 pm: **M:TG** GP Trial – Limited (S), $20
Compendium, 19644 Center Ridge Road, (440) 895-1224
Compendiumohio@msn.com
www.compendiumohio.com

PENNSYLVANIA

Collingdale
Mon. 4-6 pm: **Creepy Freaks** Modified Swiss., Free
Tues. 4-6 pm: **Yu-Gi-Oh!** Single Elim., $5
Wed. 4-6 pm: **DBZ** League Modified Swiss (S) Free
Thurs. 4-6 pm: **Yu Yu Hakasho** Modified Swiss (S), $5
Fri. 5:30-8 pm: **M:TG** Format varies, Type varies (S), Free
Sat. 10:30-5:30 pm: **MechWarrior** Modified Swiss, Free; 2:30-5:30 pm: **DBZ** Modified Swiss (S), $Purchase of pack
Sun. 2-5 pm: **Yu-Gi-Oh!** Single Elim. (S), $5
JMC Collectibles, 519 MacDade Blvd., (610) 461-2976
Melissa@jmccollectibles.com www.jmccollectibles.com

Edinboro
Mon. 5 pm: **M:TG** Open, $2
Wed. 5 pm: **Dungeons & Dragons Miniatures**
Thurs. 5:30 pm: **Mordheim**, $2
Fri. 5 pm: **M:TG** Type 2 (S), $2
Sat. 12 pm: **M:TG** Booster Draft (S), $12; 5 pm: **HeroClix** (S)
Sun. 12 pm: **Mage Knight** (S); 12:30 pm: **Yu Yu Hakusho**; 3 pm: **MechWarrior** (S), $2
Dragon's Lair, 106 Meadville St., (814) 734-7070
dragonk@velocity.net www.velocity.net/~dragonk

Philadelphia
Thurs. 5-8 pm: Free Play
Fri. 5-8 pm: **HeroClix**
Sat. 11-8 pm: **M:TG**
Sun. 1-6pm: **Yu-Gi-Oh!**
The Garden of Earthly Delights, 6409 Castor Ave., (215) 288-6699

Warren
Mon. 5 pm: **Mage Knight** Campaign (S), Free
Fri. 5:30-9 pm: **M:TG** Friday Night Magic (S), Free
Chautauqua Comics, 301 Pennsylvania Ave., (814) 406-7077
Comic1@alltel.net www.Chautcomics.com

RHODE ISLAND

North Kingstown
Sat. 10 am: **Yu-Gi-Oh!** (S), $5; 1 pm: **Yu Yu Hakusho** Tourn., $5; 4 pm: **M:TG** Type 1, $5
Baseball Cards of Rhode Island, 6861 Post Road, (401) 885-7340
baseballcardsri@msn.com

TEXAS

Austin
Tues. 6 pm: **Mage Knight** Various formats (S), Free
Thor's Hammer, 12636 Research Blvd. C-109, (512) 326-4332
info@thoraustin.com www.thoraustin.com

Houston
Fri. 7 pm: **Yu-Gi-Oh!** Const. Swiss, $10
Sat. 2 pm: **MLB Showdown** Const. Swiss (S), $5; 7 pm: **M:TG** Type 2 Constructed (S), $10
Sun. 2 pm: **Yu-Gi-Oh!** Const. Swiss (S), $10; 5 pm: **Yu-Gi-Oh!** Const. Swiss, $10
L King Collectables, 3001 Fondren, Suite E, (713) 782-2273
lkings@flash.net www.lkingcollectables.com

VERMONT

Rutland
Tues. 5-8 pm: **Yu-Gi-Oh!** $2
Thurs. 5-9 pm: **M:TG** $3
Sun. 12 pm-5 pm: **Yu-Gi-Oh!** $2
Rutland Collectibles Shop, Diamond Rull Mall, (802) 747-3377
vtgaming@aol.com

VIRGINIA

Stafford
Fri. 7 pm: **M:TG** Friday Night Magic (S), $2
Sat. 10 am-2 pm: **Pokémon** league (S), $2. 2:30 pm: **HeroClix** (S), $2. 5:30 pm: **HeroClix**, $2
Sun. 1:30 pm: **Yu-Gi-Oh** (S), $5
Comic World, 2852 Jeff Davis Hwy, Suite 101, (540) 659-0123
comicworld@direcway.com

WASHINGTON

Lake Forest Park
Fri. 6 pm: **M:TG** Type 1.5 $2.50
17171 Bothell Way, N.E., (206) 853-5998
mr.grievee@comcast.net

Tacoma
Fri. 7 pm: **M:TG** Type 2 (S), $5
Northwest Sportscards, 6802 27th St. W., (253) 564-9204
Vernon2406@hotmail.com

AUSTRALIA

VICTORIA

Windsor
Jan. 4, 12 pm: **L5R** Diamond (S), $9; **MechWarrior** Open, $6
Jan. 6, 6:30 pm: **Babylon 5** Open, $6; **D&D Miniatures** 100 pts, Free; **HeroClix** 300 pts, (S), $6; **MechWarrior** Out to Pasture (S), $6; **Mage Knight Dungeon** 100 pts (S), $6
Jan. 11, 12 pm: **DBZ** Open (S), $6; **MechWarrior** Open, $6; **Yu-Gi-Oh!** Open, $6
Jan. 13, 6:30 pm: **Buffy** Open (S), $6; **HeroClix** 300 pts (S), $6; **Initial D** Open (S), $6; **MechWarrior** 300 pts (S), $6; **Mage Knight** Valley of the Mists (S), $6
Jan. 18, 12 pm: **MechWarrior** Open, $6
Jan. 20, 6:30 pm: **A Game of Thrones** Open (S), $6; **Indy HeroClix** 300 pts (S), $6; **L5R** Diamond (S), $6; **Mage Knight** 300 pts (S), $6; **MechWarrior** Blow the Stick Down (S), $6
Jan. 23, 6:30 pm: **DC HeroClix** 300 pts (S), $6; **Humaliens** Open (S), $6; **Mage Knight** Flames of Duncastor (S), $6; **MechWarrior** 300 pts (S), $6; **Shadowfist** Open (S), $6; 6:30 pm: **Warlord** Open (S), $6
Jan. 25, 12 pm: **DBZ** Open (S), $6; **Yu-Gi-Oh!** Open, $6; **MechWarrior** Open, $6
Alternate Worlds, 76 Chapel Street, (03) 9529-2255
aworld@labyrinth.net.au www.alternateworlds.com.au/

CANADA

ALBERTA

Edmonton
Sun. 2 pm: **MechWarrior** (S), Free
Gamer's Lair, 3528 – 137th, (780) 472-4101
mark@gamerslair.com www.gamerslair.com

ONTARIO

Smith Falls
Fri. 7 pm: **M:TG** Friday Night Magic, Type 1, 2, Extended, (S) $5
Eagle Comics, 22 ½ Beckwith Street South, (613) 283-5855
eaglecomics@bellnet.ca

Stouffville
Wed. 6 pm: **M:TG**
Lebovic Leisure Centre, 30 Burkholder St.
jefair@rocketmail.com

QUEBEC

Verdun
Jan. 3, 2 pm: **Initial D** demo, Free
Jan 10, 1:30 pm: **Yu Yu Hakusho** const. Swiss (S), $5
Jan 17, 1:30 pm: **.Hack//** const. Swiss (S), $5. 6:30 pm: **M:TG** vintage 1.5 classic Swiss (S), $5
Jan 24, 1:30 pm: **M:TG** Junior const. Type 2 Swiss Arena League, $5
Fri. apr. 6 pm: **M:TG** FNM (S) call for format, exact time, $5
Sun. 1 pm: **Yu-Gi-Oh** const. single elimination (S), $5
Jeux Face à/to Face Games, 106, de l'Église, (514) 769-7007.
jfafg@hotmail.com

MEXICO

ESTADO DE MEXICO

Naucalpan
Sat. 12 pm: **LotR** Const., Swiss, open format, 4 rounds (S), 20 pesos and 1 Two Towers Booster
Quimera Distribution, Plaza Jardines Local E-1 Av. Lopez Mateos y Alcanfores, (5255) 53633115
scorpionking@nimloth.org www.nimloth.org

TOURNAMENT AND CONVENTION LISTINGS IN SCRYE ARE FREE!

For information e-mail: scryetour@krause.com

Winners Circle — Tournament winners share their victories

The Lord of the Rings Trading Card Game

Martin Redmond (20) – Oct. 3
Thunder Ground Comics, St. Albert, AB, CANADA
Multiplayer: Death Race – 18 participants
1x Grima, Chief Counselor
1x Orc Insurgent
1x Eastern Emyn Muil
1x Ithilien Wilderness
4x They Are Coming
4x Goblin Runner
3x Goblin Flankers
2x Ulaire Enquea, Lieutenant of Morgul
3x Ulaire Nertea, Messenger of Dol Guldur
4x Constantly Threatening
2x Too Long Have These Peasants Stood
4x Hides
3x Dunlending Warrior
4x Dunlending Pillager
3x Wild Man of Dunland
4x Dunlending Robber
4x Dunlending Madman
2x Legolas, Greenleaf
3x Arwen, Daughter of Elrond
3x Boromir, Lord of Gondor
2x Aragorn, Wingfoot
4x Deft In Their Movements
4x Severed His Bonds
3x Mind Your Own Affairs
2x Hobbit Intuition
3x Power According to His Stature
2x Cliffs of Emyn Muil
1x Gondor's Vengeance
3x Might of Numenor
3x Defend it and Hope
4x Pursuit Just Behind
4x Cast it into the Fire
2x Company of Archers
1x The One Ring, Answer to All Riddles
1x Frodo, Curious Halfling
1x Starting Fellowship
1x Sam, Son of Hamfast
1x Merry, Friend to Sam
1x Pippin, Hobbit of Some Intelligence
1x The Riddermark
1x Rohirrim Village
1x Westemnet Plains
1x White Mountains
1x Hornburg Parapet
1x Hornburg Armoury
1x Hornburg Wall
1x Ring Of Isengard
1x Palantir Chamber

Andrew Heberling (22) – Oct. 18
Thunder Ground Comics, St. Albert, AB, CANADA
Open format (S) – 14 participants
2nd: Adam Munro (12) 3rd: Tom Unrau (20) 4th: Ken Stasiuk & Earl Prusak (tie)

These Crazy Wooden Shafts:
4x Cave Troll of Moria
3x Troll's Keyward
4x Goblin Scavangers
4x Goblin Runners
4x Goblin Scimitar
2x Cave Troll's Hammer
3x Host Of Thousands
2x Relics Of Moria
2x Goblin Swarms
2x Dark Places
2x Goblin Armory
2x They Are Coming
2x Durins Tower
2x Aragon, Heir to the White City
3x Farimir, Son Of Denethor
1x Rumil, Elven Protector
1x Orophin, Lorien Bowman
2x Galadriel, Lady Of Light
2x Elrond, Herald to Gil-Galad
2x Elven Bow
2x Faramir's Bow
2x Aragorns Bow
1x Bill The Pony
2x The Last Alliance of Elves and Men
3x No Strangers to the Shadows
1x The Splender of Their Banners
4x Gondor Bowmen
2x Foul Creation
2x Secret Sentinels
4x Double Shot
1x The One Ring, Isildur's Bane
1x Frodo, Reluctant Adventurer
1x Legolas, Greenleaf
1x Arwen, Daughter of Elrond
1x The Riddermark
1x World Of Rohan
1x Throne Room
1x White Rocks
1x Hornburg Parapet
1x Caves Of Aglarond
1x Cavern Entrance
1x Non Curunir
1x Caverns Of Isengard

Jeff Holmes (34) – Nov. 8
Skirmishes Games and Hobbies, Cornelius, NC
Sealed Deck (S) – 10 participants
2nd: Michael Todd (27) 3rd: Micah Morrison (22) 4th: Lee Shelton (17)

Mage Knight

Will Emo (14) – Nov. 20
Chautauqua Comics, Jamestown, NY
Campaign (S) – 5 participants
2nd: Jason (11) 3rd: Mitchel Eklum (12) 4th: Roland Certher (22)

Magic The Gathering

Allan Boon (21) – Oct. 3
Thunder Ground Comics, St. Albert, AB, CANADA
Mirroden Draft (S) – 14 participants
2nd: Tanner Moore (19)

Joe Smetana (17) – Oct. 3
His Junk / Her Treasures, Coos Bay, OR
Sealed Deck (S) – 20 participants
2nd: Michael Burgmeier 3rd: Jonny Smetana 4th: John Gatzke

Will Brown – Oct. 12
His Junk / Her Treasures, Coos Bay, OR
Draft (S) – 18 participants
2nd: Phillip Spurgeon 3rd: John Gatzke 4th: T. C. Carver

Darrin Eide (22) – Oct. 17
His Junk / Her Treasures, Coos Bay, OR
Sealed Deck (S) – 16 participants
2nd: Joe Smetana (17) 3rd: Matt Kemp 4th: Will Brown

Joe Smetana (17) – Oct. 24
His Junk / Her Treasures, Coos Bay, OR
Draft (S) – 26 participants
2nd: Tim Eckley (16) 3rd: Phillip Spurgeon 4th: Will Brown

Joe Smetana (17) – Oct. 24
His Junk / Her Treasures, Coos Bay, OR
Type II (S) – 23 participants
2nd: Steve Hadd 3rd: John Gatzke 4th: Will Brown

Tristan Emmerson (15) – Nov. 9
His Junk / Her Treasures, Coos Bay, OR
JSS Type II (S) – 26 participants
2nd: Trevor Baker (13) 3rd: Stuart Benson (12) 4th: James Alfaro (15)
1x Stifle
1x Future Sight
1x Solemn Simulacrum
2x Discombobulate
1x Rewind
3x Exalted Angel
4x Eternal Dragon
3x Concentrate
3x Decree of Justice
4x Wrath of God
4x Mana Leak
2x Remove Soul
3x Akroma's Vengence
3x Wing Shards
3x Temple of the False God
4x Flooded Strand
7x Island
8x Plains
3x Coastal Towers
Sideboard:
4x March of the Machines
1x Karma
2x Damping Matrix
2x Ivory Mask
3x Scrabbling Claws
3x COP Red

Jay Collins – Nov. 9
His Junk / Her Treasures, Coos Bay, OR
Sealed Deck (S) – 18 participants
2nd: Phillip Spurgeon (16) 3rd: Donald Warren 4th: Matt Kemp

Steel Warrior Dark Age

Tim McCartney (26) – Oct. 11
Thunder Ground Comics, St. Albert, AB, CANADA
Head-to-Head "Faction Wars" (S) – 20 participants
2nd: Mitchell Fujiano 3rd: Brandon DuBois

Richard Riddle (30) – Nov. 8
Collector's Paradise, Fresno, CA
Swiss (S) – 4 participants
2nd: Martin Q Gould (39) 3rd: Eli Huston (18+) 4th: Lyle Nelson (21)
1x #125 Gunsho Jun'ko Oshiro
1x #71 Shun Transport VTOL
1x #35 Partisan AA Vehicl
1x #32 Maxim Mk2 Transport
1x #102 Tamara's Raiders
1x #103 Kagemusha
1x #101 Pillar One
1x #97 Commando Team

Redemption

Richard Johnson (8) – Nov. 22
Tamuning Christian Academy, Tamuning, Guam
Swiss (S) – 8 participants
2nd: Derek Castro (12) 3rd: Martin Perez (11)

Skirmish Customizable Card Game

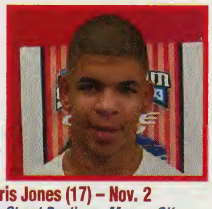
Mike Chambers (34) – Oct. 30
Skirmishes Games and Hobbies
Swiss (S) – 6 participants
2nd: Michael Todd (27) 3rd: Kirk Crroll (41) 4th: Earl Walters (42)

Mike Chambers (34) – Nov. 13
Skirmishes Games and Hobbies, Cornelius, NC
Swiss (S) – 6 participants
2nd: Earl Walters (42) 3rd: Kirk Carroll (41) 4th Chris Creason (30)

Yu-Gi-Oh! Trading Card Game

Shawn Allred (12) – Oct. 18
4th Street Boutique, Moore, OK
(S) – 14 participants
2nd: Devin Jackson (21) 3rd: James Ferguson 4th: Anthony Crain (16

Dan Frisco (20) – Oct. 25
4th Street Boutique, Moore, OK
(S) – 13 participants
2nd: Colby Wright (14) 3rd: Shawn Allred (12) 4th: Kevin Jackson (21)



Chris Jones (17) – Nov. 2
4th Street Boutique, Moore, OK
(S) – 16 participants
2nd: Dan Brisco (20) 3rd: Stewart Blackwell (34) 4th: Laura Brock (14)

Lakede Fair (22) – Nov. 7
M & R Ball Cards & Gaming, Mobile, AL
Constructed – Single Elim. (S) – 10 participants
2nd: Michael Crismon (17) 3rd: James Packer (23)
1x Mirror Force
2x Marauding Captain
2x Goblin Attack Force
2x Spear Dragon
1x Fissure
1x Witch of the Black Forest
1x Heavy Storm
1x Magic Cylinder
1x Imperial Order
1x Jinzo
1x Monster Reborn
2x Don Zaloog
1x Snatch Steal
2x Waboku
1x Sangan
1x Ceasefire
1x Gracefule Charity
1x Change of Heart
2x Mystical Space Typhoon
1x Raigeki
1x Cyber Jar
1x Ring of Destruction
1x Bazoo the Soul-Eater
1x Torrential Tribute
1x Pot of Greed
1x Mystic Tomato
1x Reinforcement of the Army
1x The Fiend Megacyber
1x Y Dragon Head
1x Z Metal Tank
1x X Head Cannon
1x Harpie's Feather Duster
1x Premature Burial
1x Barrel Behind the Door
1x Call of the Haunted

Ty Bullington (17) – Nov. 8
4th Street Boutique, Moore, OK
Booster Draft (S) – 9 participants
2nd: Anthony Crain (16) 3rd: Dillian Williams (13) 4th: Matt Johnson (14)

Dan Frisco (20) – Nov. 15
4th Street Boutique, Moore, OK
(S) – 19 participants
2nd: Colbey Wright (14) 3rd: Ken Brisco (44) 4th James Ferguson

If you'd like to see yourself in the Winner's Circle, all you have to do is:

1) Win a tournament with more than 15 players for M:TG (6 for other CCGs)

2) Fill in the SCRYE Winner's Deck form

3) Have your tournament coordinator send in the SCRYE Result Form with your deck and photo.

That's it! The listing is Free!

Forms sent in by the winner will not be accepted.
Tournament Coordinators cannot win their own tournament.

Tournament Coordinators can request forms by e-mail at: scryetour@krause.com

Tournament Coordinators! List your upcoming events in the SCRYE Tournament Calendar! It's Free!

15 & LIFE

ENDGAME

by Jennifer Chase

Age discrimination in CCGs runs both ways

It was about three months ago when I first heard about an event called the Blader Jam. I was taking a survey of my prized Dranzer S, victorious but bruised, in the midst of a Saturday Beyblade Rip Zone Session when I overheard this information.

The Blader Jam is a real high-level event, the World Tour of the Beyblading (customizable battling tops) world. It was only gossip and whispers at the time, but I was already hearing of an age cap. And word was that it was pretty low.

It was a disappointment to search the website. Though it inspired this article, it saddened me to see it in official black and white:

Q: What is The BBA Blader Jam?
A: The BBA Blader Jam is an event for fans of the *Beyblade* animated TV series. [It] will feature an official BBA tournament for competitors between the ages of 8 and 14. (*www.beyblade.com/tournament/parents*)

I was devastated. 19-year-old me, too old to "let it rip" at a major Beyblading event? Why? A swift judgment based on the limited vision of the BBA? A limiting technique to stop attendee overflow? Whatever it was, they don't seem likely to answer soon. As I write this, it's been a week since Hasbro has taken my question. No answer yet.

It burns me up, but it might actually have good reasons. From Hasbro's perspective, the 15-and-older set might be a nuisance. Its guess must be that, at the age of 15, we start to pick up certain "undesirable" qualities. It might assume that we'll attempt something unsportsmanlike or duplicitous: a vulgar alias, a double-sided coin, even manipulating the minds of the opponent or the judge. But even though all these scenarios are possible, I received no answer, which puts Hasbro at a disadvantage in this debate.

Wizards of the Coast also has some game tourneys capped, but only when necessary. This is an excerpt from Wizards' website for the Junior Super Series:

> These tournaments are open to players age 15 and under who have not won a Challenge this season.

(*www.wizards.com/default.asp?x=events/magic/jss*)

Their other events are open to all ages. There are also strict rules on bringing misleading items and fake cards. Furthermore, things like fake or vulgar names, receiving outside help, and drawing extra cards are also big negatives. All demand that the perpetrator be disqualified.

Here, it's clearer why the age limits have been imposed. First, the JSS is constructed to give its contenders a shot at winning college tuition — hence, the younger age bracket. And second, these rules are exact and well-addressed in the rule documents. Never have I seen any document having to do with a game be so decisive and corporate. No charlatan in his or her right mind would try the patience of the DCI; it screams, "Don't mess with us."

The rules listed on Upper Deck Entertainment's site are clear-cut, as well. The section on rules of conduct during a *Yu-Gi-Oh!* Duelist King Tournament (*www.upperdeckentertainment.com/tournament/rules.asp*) is precise, without intimidation, but that's beside the point. As you may notice upon visiting, there's no listing under the requirements that speaks of an age limit of any sort. And I know that there are 6 and 7-year-olds trying their hands at the game. I personally have encountered little to no flack about my age when sitting down to a duel at a league.

The common notion is that leagues mimic the tourneys in certain key ways. My 12-year-old brother has attended a *Yu-Gi-Oh!* Tour. He said that it was a great experience, just like the league, only with more moving around. (Afterwards, he shared a funny story of a preschool prodigy that almost got the best of him.)

Young or old, I believe that everyone should enjoy games. The surroundings are the key factor. If the playing field is tainted with people who know little of fair play, then the limits are livable, or at least understandable. When the field is made of good players and an age restriction is imposed (as in the Blader Jam situation), there had better be a good explanation.

Oh, and speaking of which, could you guys do me a favor and pose the same question to Hasbro? Go ahead, ask them why a 15-year-old can't play in the Jam.

Next month in Scrye

#69

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